Subject: Re: C&C_Assault BETA 1.0 released.
Posted by PaRaDoX on Thu, 19 Jan 2006 23:47:36 GMT
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Naamloos wrote on Thu, 19 January 2006
12:08http://www.n00bstories.com/image.fetch.php?id=1220907286

3181 poly's right now.

I'm still going to add some rocks at the intrance of the chemical pipe thing as if the way inside it
was created by an explosion. I really need beter textures aswell, but finding them is a pain...

Also the green stuff still needs it's shiny stuff (bump maps) to be added, so it doesn't look too
good on that pic yet.
google is your freind!
and the bump maps need to be hidden when you compute and solve.