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Subject: W3D Engine Test

Posted by [Madtone](#) on Wed, 07 May 2003 22:54:57 GMT

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Halo38A while back s8mirknk (can't remember his name) got in contact with some guy (chuck i think) and he developed a proof of concept using high poly counts and limited textures and material types for ren 2 i'm trying a simalar concept on a DM i have planned.

Thats exactly what i have done!!!!!!

i have finished the first test map (non-textured version), i will make a new post on it in a few mins!

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