
Subject: Re: CnC Reborn : Titan Version 2
Posted by [Blazea58](#) on Mon, 18 Sep 2006 00:37:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea that looks a hell of alot better then the last version of it. Looks like it has some real depth to the texture now, giving it that shiney metal look. Does it have a bump/reflect map?

As well i was thinking what would be cool, but probably a waste of time would be to make the numbers an alpha channel so maybe there can be like 15 versions of it with a different number on each. Not sure how it would work though, but everyone driving model number 13 seems kinda odd.
