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Subject: Re: Release 4 mods

Posted by [Blazea58](#) on Thu, 12 Oct 2006 08:14:15 GMT

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Looks like you have put alot of work into that so far, and appears to have alot more to it then meets the eye. Very good job so far, i like the terrain and texturing, but buildings itself look a bit boxey, could use a bit more polygons perhaps. Otherwise nice effects, the only thing i don't like is that red projectile which looks very awkward lol.

You should also compute vertex light solve and if you haven't then add some level edit lights, cause that last level you posted is a tad to dark imo for a city since you have what looks like stop lights and such.

any gmax/3ds pics? those are always alot easier to tell whats going on lol.

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