
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Blazea58](#) on Mon, 22 Jan 2007 04:23:31 GMT
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Jerad Gray wrote on Sun, 21 January 2007 21:36 Looking good, texturing tip, giving textures a second pass with "multiply and add" well add a very nice detail to the texture (Like the roads).

Yes a second pass would be nice but that also requires having another texture being rendered on that pass, which also means you end up with more repetative textures since they would all use the same pass2. I think some things just gotta be plain, look at any game you play you see textures tile regardless of how many passes, or what effects are on those.

Otherwise if you can, show me a picture of it with a normal road texture just to compare the visual detail. I am sure no matter what there will always be a repetative look to it, so not much can be done unless i made dozens of road textures with different details in each.