
Subject: Re: Texture advise, what do you think,
Posted by [Slave](#) on Tue, 26 Jun 2007 23:29:19 GMT
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Looks pro enough for me. I didn't even notice the missing texture part, until i googled for tsuba.

But I'm wondering, why is the blade so dark? Is it supposed to this way, is it a casing?

When you're done, make sure to bump/reflect map the blade. What would Renegade be without shiny?
