Subject: Re: Map Making Questions
Posted by crazfulla on Thu, 26 Jul 2007 05:55:07 GMT
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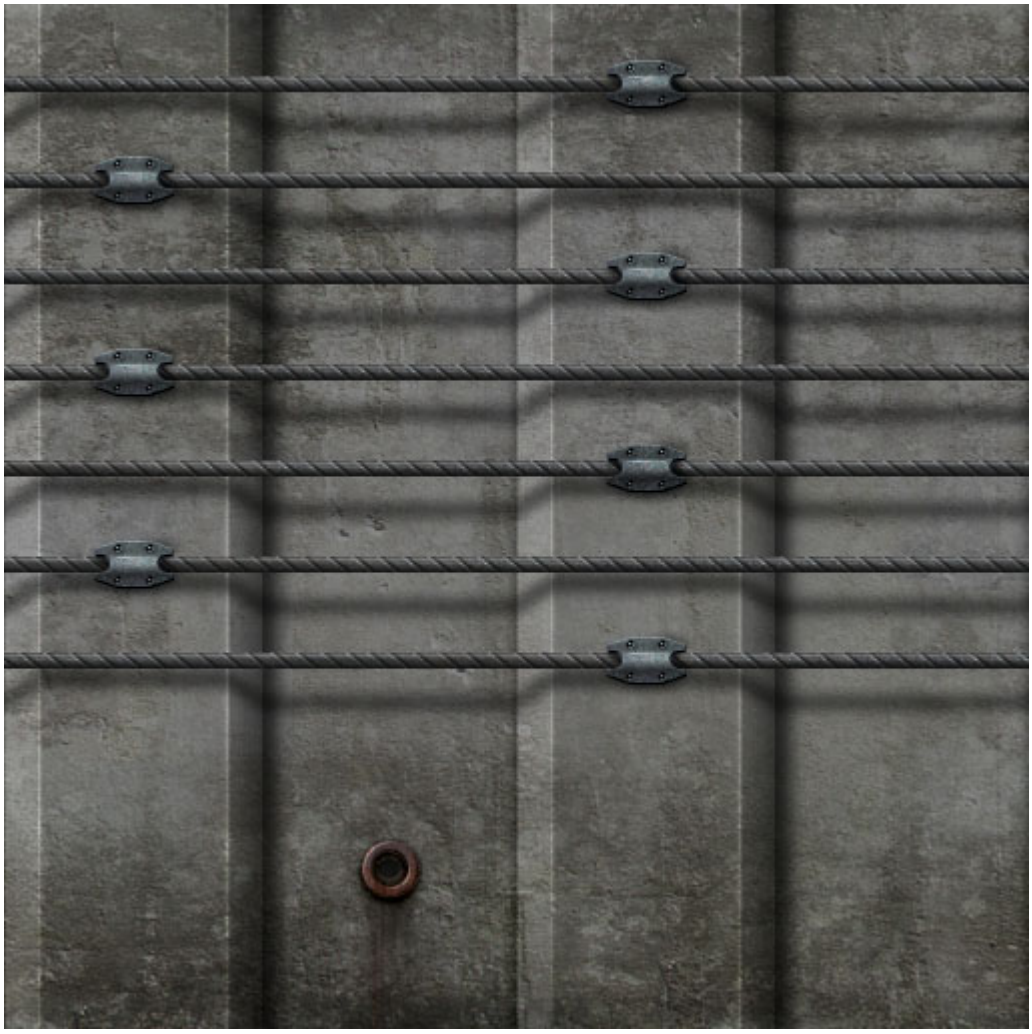
I also have a number of real life based textures,most of which aren't too high resolution (I only really use them for ren, so I hardly need anything greater than 512). Some others I extracted from either Half Life 2 or Unreal Tourny 2004.

It isn't hard to find these, or the tools to extract them on google. Perhaps you should try there before posting questions in the future?

File Attachments

1) ground058.jpg, downloaded 423 times

2) roof05.jpg, downloaded 425 times

3) hl2_wall01.jpg, downloaded 424 times