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Subject: C&C Seaside Canyon Preview

Posted by [YSLMuffins](#) on Sat, 19 Jul 2003 02:39:19 GMT

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Neo, just a question...are all of the building exteriors complete H.A.M.'s? Since there's animation the VIS sample will reject the sample and you'll run into VIS issues...I recommend that any part of the exterior that does not animate be exported as Renegade terrain and as a separate model, just so they can cover up the backfaces of the interiors. That way you can have the animating meshes as a separate model.

But if you've already thought of that you're really on the ball and a real step ahead of me!

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