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Subject: Re: Skins are for fags?

Posted by [R315r4z0r](#) on Wed, 21 Oct 2009 14:58:41 GMT

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You said that Halo, which was released about the same time as Renegade, looks much better than Renegade does.

I'm saying that is only because of special visual effects, not specifically because of the engine.

Models, are like images. Regardless of if you open an image in MSPaint, Photoshop, or Windows Image and Fax viewer, it will always look the same. It's the extra things done to it that make it seem different.

That's why Halo looks better than Renegade. The W3D engine is capable of the same things, but Renegade didn't take it's capabilities into the fullest consideration.

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