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Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Thu, 16 Jun 2011 19:22:51 GMT

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It isn't in-game. That is a Max render. The guns only appear when the building controller is placed.

Also: It isn't lit with three point lighting. It's using two point. Here's a render with the normal lighting techniques from the other renderings (Since someone mentioned it looked "too dark"):

Bear in mind that the lightness and/or darkness you see in these renders is not representative of the lighting that will appear in-game. These are just quick Max renders with some simple lights thrown in.

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