
Subject: Re: C&C Renegade CNC 3 Background Earth
Posted by [Aircraftkiller](#) on Sat, 25 Jun 2011 18:13:24 GMT
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The spinning Earth globe is extremely shiny and lacks any sense of realism. It looks like you're using an environment map instead of a WS environment or WS classic environment. I would recommend using a cloud map on a second pass with a bit of linear offset to make it look more like Earth and less like a cue ball.

The portion of the globe where Africa is textured is stretched out very badly. I would recommend re-mapping the sphere so that the only noticeable stretching is on the poles of the globe.
