Subject: C&C Metropolis is finished.
Posted by Aircraftkiller on Wed, 03 Sep 2003 04:26:40 GMT
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They're meant to look horrible - it's a city, not an arboretum or a painting hall. I didn't put any detail into them beyond graffitti and some assorted signs. Trying to keep the polygon level down, too.

In addition to that, the Max file corrupted so I couldn't really add anything if I wanted to... not without having to import the W3D and add materials and textures again for the entire level.