
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 17 Jul 2011 08:10:42 GMT

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I had created a new Tiberium texture yesterday when someone mentioned that the painted-over version of Renegade's Tiberium ground wasn't as eye-appealing as the Tiberium sitting upon it. Will probably reduce it to 256x instead of 512x.

I've begun cutting up the level's geometry to support a wide array of texture blending. I have also added several hundred trees and pieces of foliage that have been oriented to the camera to minimize polygon usage and maximize cover. They'll "fall down" if you look at them from above, which is the only drawback. I have Saberhawk's tool to fix that but it won't work for you if you're not using scripts 4.0... So I'll leave it the way it is.

The third of the map comprising the GDI base needs some more trees and texture blends, and then it'll be finished. I also began painting the tunnels with a special "ore mine" technique that I've refined so that the veins of gold don't look out of place against the rock they're blending into.