Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Fri, 27 Jan 2012 02:04:01 GMT

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Those "realistic" textures are ripped from The Thing (2002). A good 40 to 50% of all APB textures are essentially lifted from that game. Not going to use them, sorry! The gradient is a neat idea, but I'll look into implementing it. Will probably have to use a gradient over the glow meshes to get it to look right.

The Airfield for APB looked like garbage.