
Subject: Re: Apocalypse Rising released?
Posted by [danpaul88](#) on Sun, 01 Jul 2012 15:28:36 GMT
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Out internal test builds have had fully textured buildings and all RA2 vehicles for years now, the only reason the build he had does not is because it's absolutely ancient.

If you're curious the main sticking point these days is infantry models and we are finally making progress on those... just seems as if nobody has enough experience creating and rigging them to get things moving at any appreciable speed.

A small selection of the images from our latest blog
(<https://www.bluehellproductions.com/forum/index.php?showtopic=25220>);

NB: Full size images are available via the blog linked above.
