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Subject: Re: Apocalypse Rising released?

Posted by [OWA](#) on Wed, 04 Jul 2012 18:18:19 GMT

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Generalcamo wrote on Wed, 04 July 2012 15:32By the way, that is a nice Battle Fortress, but I would add some reflectivity to it, to make it more like the Shiny Chrome in the Cameo. And then of course, this thing probably went crushing tanks and such, so adding some dents, scuffs, and blood at the bottom of the front would make it look better.

Cheers. It does have some reflectivity through a specular map, but I've toned it down because it can be shiny overkill. I did this for a uni project so that's why it's got a specular map, however we won't be able to use that particular type of texture map unless TT implement the shader support.

I didn't bother adding too much grime because it's supposed to be clean out of the War Factory, so I just added dirt where it would collect naturally in the test ranges. The texture does need improving however, since the shading is fairly flat.

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