
Subject: Re: C&C Platforms WIP
Posted by [UnitXc](#) on Mon, 12 Aug 2013 21:17:16 GMT
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yea i wanted to differentiate it somewhat, i think it only looks a little awkward at the moment because there are no buildings in the space, you wouldnt notice it so bad when its covered by structures.

either way id need something a little lighter for GDI floor, like i did with the tunnels.

and a reason im not (or trying not to) make my own higher res textures which i could do quite easily, is because the REST of the things on the map wouldnt look anywhere near as nice, and so id end up doing the entire games worth of textures just to make it look right.

it would be like putting a nintendo 64 character model into a Crysis 2 environment. we are used to shit and we love it, which is why we are still here, and so shit will stay so that it is all the same level we expect to see.
