
Subject: Re: Tiberian Dawn: The First Strike
Posted by [N1warhead](#) on Thu, 20 Nov 2014 21:21:55 GMT
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Bfranx wrote on Thu, 20 November 2014 09:13 Reading doesn't seem to be a strongpoint for any of you, does it? I've addressed all of these things in previous posts and yet you continue to bring them up.

Allow me to address them again. PLEASE, take the time to actually read them.

- 1) The Barracks looks the way that it does because I mistakenly thought that 1024x1024 was the appropriate texture size when it was in fact combinations of 2048 and 4096. As I've said before, it will be corrected.
- 2) This is not a mod. It hasn't been a mod since September 22 of 2010. Please stop calling it a mod.
- 3) I do not plan on making this into a game that I can sell. This is meant to be a free game for C&C fans and it is going to stay that way.
- 4) I assure you that our models are not the issue. The texture (or lack thereof in some instances) is to blame for the lackluster quality.
- 5) Stop telling me to learn how to model and texture. I am dedicating the majority of my time to my college studies. My future medical career is far more important to me than this project.

I believe that covers most of everything. Hopefully we can move on.

The texture size has almost nothing to do with it, it might show a bit more *Textured* detail, but I don't see any Shaders on it other than Diffuse, I don't see any normal maps, displacement maps, or vector displacement maps (if Unreal supports) them.

All you have is like a 50 poly barracks.
(figure of speech).

With Unreal you can substitute more polys than you could 10 years ago. Therefore add a lot more detail to your stuff.
