Subject: C&C Woodland Finished
Posted by Aircraftkiller on Fri, 21 Nov 2003 18:44:11 GMT
View Forum Message <> Reply to Message

It looks a bit rough around the edges. The concept is there, but using so many high-polygon trees was not really the solution to what you were attempting to create.

If anything, it looks "funky" since you have trees with almost 1,000 polygons, 500 and 250, then you have the standard Westwood trees with about 120 mixed in...

Looks "wrong" if you're following me here. Those bushes weren't very polygon friendly, either.