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Subject: FOF Presents - Archer Character

Posted by [Sir Phoenixx](#) on Wed, 24 Mar 2004 13:27:36 GMT

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GenocideBecause we have to import from maya, the conversion can cause some hard edges but you wont really notice this.

Chris took time and alot of effort in creating both the model and texture, there is no bluriness which myself, chris and otheres has agreed on, how can there be pixelation if there is bluriness?

Whats the other problems you see phoenixx?

I didn't say it had both bluriness and pixelation in the same place, learn how to fucking read.

Quote:It looks blurry and kinda low quality in some places (like the arrow belt thing...).

The belt that goes around the guy's chest looks pixelated, looks like a low quality wood texture, along with those things on his hands that look like wood (Why do they look like wood anyways? Aren't they supposed to be rubber?). The cape, especially the part that is attached to his neck around the front looks blurry. The belt holding the quiver of arrows to him is misaligned, it should follow the shape of his body, you shouldn't be able to see any space between it and his body. The boots need detail, like dirt on the bottom, or scratches, etc.

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