Subject: Renegade Alert: Allied Artillery
Posted by Slash0x on Tue, 20 Apr 2004 20:10:37 GMT

AircraftkillerThere's more to texture work than using simple filters. Rarely do we use any of them to make anything for the game.

That was done with dodge, burn, and other assorted tools in Photoshop.
[EDIT]
I found it...

Thanks for the advice.