
Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [htmlgod](#) on Sat, 08 May 2004 01:14:58 GMT

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The model isn't bad, except that it obviously has an outrageously high polygon count, otherwise you wouldn't refuse to tell it to us. The texture isn't bad, except waaaay too much noise. Looks like it started out nice and clean and someone just added noise in photoshop a couple dozen times. And the mapping is pretty bad. So yeah - other than the bad texturing and outrageously high polygon count, I love it.
