Subject: C&C Commando: Surface-to-Air Missile Site Posted by icedog90 on Sat, 08 May 2004 21:31:52 GMT View Forum Message <> Reply to Message

What bothers me is that you could have something looking just as nice, with less polygons. Having more polygons doesn't make it high quality, it only does if they have a good purpose.

Here's a tip:

The areas I have marked are places that should be less rounded. The curves on the SAM Site could probably be left the same if Geno makes the corners of the base at right angles. Making the corners rounded makes no sense at all, plus they mess up the texture. I think they'll be way better off less rounded.

Doing this will reduce the polycount to probably 600 - 700, which is OK. Now for that texture. :rolleyes:

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