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Subject: Specular!

Posted by [htmlgod](#) on Sat, 22 May 2004 10:28:15 GMT

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Interesting, but it doesn't seem very useful. This is just an opinion, of course, but the specular lighting mode doesn't look very realistic. Particularly on the mammoth, the texture just looks fluorescent. Same at the base of your SAM (the one with the distorted texture ), it just doesn't look natural.

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