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Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Tue, 06 Jul 2004 02:36:20 GMT

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I don't say your textures look like concrete because you are Ack...

You have produced superb work before, and in fact, most of your work is high quality. But I sincerely think that your recent RA textures all have a similar look, regardless of the material they are supposed to be representing.

By the way, I've contributed a map a long time ago, and while it wasn't very good, it's more than quite a few people on renforums...

Anyway, I decided to take you up on your advice. So I ventured out in search of metal...

Now, I know metals come in different colors, types, and alloys, but they have a relatively similar texture to them. IMHO, a lot of your metal textures are much flatter and more dull, and have very little detail. Darkblade's textures, for example, represent metal with more clarity and shine.

The bottom line is that you bash Renardin's work, saying his metal looks like plastic. At the same time, however, your work seems to have just as much trouble representing metal textures as his.

And don't call me an idiot. If I really am an idiot, it need not be said, but just exemplified. You are above that...or at least you should be.

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