
Subject: C&C Renegade CNC 3 Background Earth
Posted by [kamuixmod](#) on Sat, 25 Jun 2011 15:37:28 GMT

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well i tried it several times and it was hard to fit in the earth to the picture but well . Its not completely finished yet but my knowledge to continue to make it better is at it end. If someone would like to improve the quality or the texture, just pm me on irc.black-cell.net #mp-tcw and ill give the person the file. Thanks

<http://www.youtube.com/watch?v=mATrF-3HVoM>

Subject: Re: C&C Renegade CNC 3 Background Earth
Posted by [iRANian](#) on Sat, 25 Jun 2011 15:49:38 GMT

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It looks pretty nice. Your mod is severely lacking flying toilets though.

Subject: Re: C&C Renegade CNC 3 Background Earth
Posted by [kamuixmod](#) on Sat, 25 Jun 2011 17:41:24 GMT

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why toilets if ufos do it as well

Subject: Re: C&C Renegade CNC 3 Background Earth
Posted by [Aircraftkiller](#) on Sat, 25 Jun 2011 18:13:24 GMT

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The spinning Earth globe is extremely shiny and lacks any sense of realism. It looks like you're using an environment map instead of a WS environment or WS classic environment. I would recommend using a cloud map on a second pass with a bit of linear offset to make it look more like Earth and less like a cue ball.

The portion of the globe where Africa is textured is stretched out very badly. I would recommend re-mapping the sphere so that the only noticeable stretching is on the poles of the globe.

Subject: Re: C&C Renegade CNC 3 Background Earth
Posted by [kamuixmod](#) on Sat, 25 Jun 2011 18:20:52 GMT

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yeah i tried but i couldnt get this stretching away, could u maybe fix it since ur good at it?

Subject: Re: C&C Renegade CNC 3 Background Earth
Posted by [Mauler](#) on Sat, 25 Jun 2011 18:58:21 GMT
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I can take a look at it kamuix, put files on ftp and will fix it once i get back on..
