## Subject: It's Time to Reconsider Some Concepts - Let's Start by Reali Posted by Anonymous on Thu, 05 Dec 2002 07:05:00 GMT

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I've been working lately on a special map as a christmas gift to this comunity I thought I would make it a another snow map....but it was a perfect evening when I started modeling, so I had enough inspiration to make it with such a realism that even I stayed like this --> Well, here are some pics of the progress. I also used a new technique I learned (Alone....) to make the lightning and shadowing a LOT more realistic without have to send your polycount to \*\*\*\*......Here are some pics of the first beta:http://www.n00bsto ries.com/image.fetch.php?id=1768459473http://www.n00bsto ries.com/image.fetch.php?id=1866036178