
Subject: CnC Reborn : MMKII Texture Update
Posted by [YSLMuffins](#) on Sat, 02 Oct 2004 21:54:23 GMT
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Stop quoting and think of something original, or quote the first one, FFS.

I'm not sure what to say since the two renders look so remarkably different from each other. The first versions look great, except in a cartoony, too-brightly-colored type of way. The second render icedog posted looks very bland, and I can spot a few quirky spots in the texture that look like UV unwrap errors...

In the second render, the texture just looks tiled...when you texture something like this, each segment of the texture has to custom fit a certain part of the model and each segment should look done from scratch--that's what a good texture is.
