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Subject: Renegade: A New Hope Update

Posted by [Sir Phoenixx](#) on Mon, 31 Jan 2005 14:50:15 GMT

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Looks decent, except that the same (obvious) small texture is repeated around the outside of the entire building. (Someone needs to teach him how to UVW map his models (correctly) and how to paint on them instead of just applying a single small texture to be repeated over the entire thing...)

Quote:who the fuck is going to stare at the fucking ground in the middle of a game?

Unless you go around the game staring straight up, pretty much everyone would. The ground is almost always in your view.

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