
Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [YSLMuffins](#) on Sat, 13 Aug 2005 05:08:18 GMT

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Nifty. Two things I noticed were that in the last 3d studio render the tiling looks slanted in relation to the floor, and the exterior bricks need to have the outlines of the individual bricks to be more distinct. The model's great. I don't particularly fancy that olive-greenish color scheme, though. Why not make them yellower?

Edit: And I thought doubling prices and cutting income in half was the way it worked in Renegade. Isn't that referring to the fact that the refinery only supplies one credit per second when the power plant is destroyed?
