
Subject: Re: CNC Reborn Update: Lightmaps
Posted by [Aircraftkiller](#) on Wed, 16 Nov 2005 14:24:11 GMT
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Quote:Here is a 3dmax render of what we can now on w3d. We can do it exactly the same.
(speaking of lighting and shadows)

I'm still waiting on something besides a simple barracks to get texture baked.
