
Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 02:14:15 GMT
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basic colors, play with dodge and burn, simple brush.

Use midtones, highlights and shadow settings.
85 % of a texture can be done using these tools.

(saved as 24-bit, the main texture on the big part is still under work and that is why it looks odd.)

PS Crimson: A wip place, an exchange place, an general discussion place, an help request place... Something a bit like the Renguard part of the forum but for mods.
