
Subject: Re: How far can you take Renegade's graphics?

Posted by [m1a1_abrams](#) on Wed, 01 Feb 2006 08:47:24 GMT

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Yeah, the ground textures and such are applied really huge on the Westwood maps. Anisotropic filtering can't change that... all it does is make the existing texture look sharp from every angle, no matter how far away it is from you. Unfortunately a lot of the stock Renegade textures *are* stretched, even when they aren't being warped by the camera angle.

The point of this thread was really to say that if you put higher poly models and well applied detailed textures into the game, higher end graphics cards can make the game look really nice. Also, I understand that mappers can put bump mapping in their maps, although they have to do that themselves... the same with lighting effects.
