
Subject: Re: SWMOD Updates

Posted by [Aircraftkiller](#) on Tue, 14 Mar 2006 19:42:59 GMT

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So, let me get this straight... You're using a bunch of Renegade assets, you're only implementing VTOL vehicles and a few soldiers - the levels and buildings look horrible and you've taken this long? I'm failing to see where your Level of Excellence comes into play here.

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_3.jpg

That looks as if it were designed in 2002, right when everyone was still learning the tools for the game. The texture used barely looks like rock the way you've tiled it, the terrain is blocky and uninteresting.

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_6.jpg

I see it'll use EVA, too. I didn't know C&C and Star Shit were two of the same.

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_5.jpg

"Imperial 'Really Dark Textures That Make This Building Hard To See' Finance Center"

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_2.jpg

Another example of poor level design and poor texturing. Stretching like that should not be as apparent as it is. Ever hear of texture blending? Most of us have been using it since 2002...
