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Subject: Re: C&C: The Woods Today

Posted by [Aircraftkiller](#) on Sat, 08 Apr 2006 21:49:46 GMT

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You mean trees that use only 80 polygons per instance, with a 256x256 texture map, leave more to be desired - especially when they've got 400 instances in the level? You're totally right. I should have made them use the original unmodified 3072x2304 textures, with 3DS Max generated foliage for the branches and trunks at the highest level of detail. I'll get right on that, sir!

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