Subject: Re: C&C: The Woods Today
Posted by Fabian on Sat, 15 Apr 2006 16:15:20 GMT
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Aircraftkiller wrote on Sat, 08 April 2006 17:49You 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!

Use less trees? Maybe making a map where you could see so many at any given time wasn't the greatest idea--it seems to be something that could have been done better in heightfield anyway.

I don't know what to tell you, but they look really bad to me. I don't remember trees in official maps or SP levels looking so artificial. I find it hard to believe that those are the best looking trees that the engine can handle, given how many there are in that level. I'm not trying to bust your balls, I'm legitimately trying to offer some constructive criticism... no need to be sarcastic about it.