
Subject: Re: C&C: The Woods Today
Posted by [Aprime](#) on Sun, 16 Apr 2006 18:22:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Of course you're not changing them, you bought them!

Thing is, trees in this kind of vegetation mostly leave "holes" as you call them. They aren't "crap", but they sure could be better (texture appears to be stretched, I don't know if that's due to your display settings). I personally just don't like the way they're done, they just don't fit in, like those 2D barriers ("tree line") you used in previous maps.

Maybe they'll look better with adaptive anti-aliasing enabled...
