
Subject: Re: Map Making - Inspiration Thread
Posted by [Blazea58](#) on Wed, 04 Oct 2006 09:17:58 GMT
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This topic actually helps quite a bit to get inspiration and motivation for other projects as well as ren ones. Some really good tunnel pictures you got posted here which has now given me alot more ideas on creating more complex designs without using too extreme of an ammount of polygons etc.

Figured i would try at making one of those pics posted since it looked really cool.

Tried a similar version as this pic here,though not exact lol.
<http://www.minispace.co.uk/blog/images/tunnel.jpg>

And remember, renegade isen't shy with tons of polygons as i have noticed recently with some tests.
