Subject: Re: Red Alert 2: Apocalypse Rising
Posted by cfehunter on Sat, 30 Dec 2006 09:27:32 GMT

ApocTank: Roughly 2800
V3: Under 2k but it's being redone by exdeath
Colt: 978 (i think)

Also i'm now posting a help request:

We need somebody to do primarily Unwraps and whatever else they want to do. The issue we have at the moment is that we have plenty of texture artists but in general only one unwrap is being textured at a time despite our ammount of texture artists. So anybody capable of unwrapping at any speed would greatly increase the rate of progression for us. In short, it's not essential but it'd speed the mod up by alot, probably lead to a release by mid 2007 and just be good allround