
Subject: Re: Texture advise, what do you think,
Posted by [jamiejrg](#) on Tue, 26 Jun 2007 23:33:18 GMT

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Innocence wrote on Tue, 26 June 2007 18:29 Looks pro enough for me. I didn't even notice the missing texture part, until i googled for tsuba.

But I'm wondering, why is the blade so dark? Is it supposed to this way, is it a casing?

When you're done, make sure to bump/reflect map the blade. What would Renegade be without shiny?

Actualy, you pointed out a big misconception. Blades that are used for fighting are this color. They don't shine them unless they are going on display. But, i will definately put some shine on the blade now that you mention it, it will make it look way better. Alex said the same thing.

Simple explanation of how to use bump maps?

Thanks very much for the feed back.