
Subject: Re: Texture advise, what do you think,
Posted by [Blazea58](#) on Wed, 27 Jun 2007 17:52:53 GMT

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We could always use another katana infact that one looks pretty good and has much smoother modeling. Texture itself looks really nice but would only look good if you were to bump the blade only and leave the rest of it alone. Maybe detach the blade seperatly for that otherwise to save a bit of MB, also be sure you resize that texture cause 800x600 doesnt sit well in ren, it should be 1024x512 or 512x512 etc
