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Subject: Re: GDI Watchtower

Posted by [Veyrdite](#) on Sat, 30 Jun 2007 11:10:12 GMT

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clap clap clap clap clap clap clap clap.....

Nice, the 1x1x2 box is a person, right?

Any chance of a wireframe ss?

Uvwunwrapping takes forever, i know, and you have to guess the size of each piece on the image-or do it twice over, once for the map shapes, then to rearrange and properly unwrap.

If you were going to skin it, use something like a 1024x1024 or 2048x2048, but otherwise use some gdi building textures properly aligned.

EDIT: make a worldbox that only stretches the main horizontal shaft, put ladder transitions on top and bottom, and manually place invisible collidable objects in le around where the feet are and where the gun is mounted.

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