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Subject: Shopping-mall?

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 22:19:19 GMT

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I say you should look for new textures, but the floor is good .

What makes textures sucky in different maps is the constant on flow of texture .

Textures may be made to look like they are one constant on flow of a material but in real life nothing is constant.

For example if you go down to your nearest mall stare at the floor you will see breaks in-between sections of the marble.

between pieces.

Guess what I am trying to say is : Textures need more variation .

EDIT:

Another idea to obtain variation. Instead of doing the entire floor with one texture trying putting the odd section on with a chip on a tile or when you have a tile going round a object make a smaller tile that looks like it has been cut to fit.

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