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Subject: Re: Battle For Dune update 10

Posted by [cnc95fan](#) on Fri, 01 Feb 2008 16:34:08 GMT

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Zion Fox wrote on Fri, 01 February 2008 10:29: I don't want to poke fun, but I have to say something...

Your models look very low poly, is there a reason behind this?

Also, vertex solve your map, and it won't look black like that.

You think? Hmm, well, too bad there skinned now

But looking at images from BFD (The game itself) it doesn't go into much more detail.. so IDK, maybe we will improve in second release.

r34ch made that map as a quick test, so eh, blame him

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