

---

Subject: Re: C&C Plastic Revolution

Posted by [Veyrdite](#) on Sun, 29 Jun 2008 02:05:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can't wait for the release!

If you are going to make everything single-coloured and toy like you should be able to hit high-polygon counts with your models without hitches. But seeing as renegade doesn't like single-colour meshes (visually) then just add a low-resolution reflection map.

P.S. Army-men for N64 sucked. Zelda OOT rocked!s

---