

---

Subject: Re: C&C Plastic Revolution

Posted by [N1warhead](#) on Sun, 29 Jun 2008 14:57:19 GMT

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

---

Dthdealer wrote on Sun, 29 June 2008 03:05Can'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

I will try to work that out.

Yeah I noticed that as well that rene didn't like a solid green texture heheeh .

I can do that, as well as add a TINY TINY shine to it as if it was real plastic .

I made the grease gun last night for the mod .

Yeah I know it sucked, but the same type of environments will be used, because well. That's how it would be lol.

But anyways, yeah.

---