
Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Mon, 30 Jun 2008 20:33:57 GMT

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Slave wrote on Mon, 30 June 2008 14:24 That's what the old (current) shaders did right?
A normalmapped tank in a tibfield would not color green, and sunlight would reflect inside a tunnel.

Exactly. That's just garbage and completely unacceptable
