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Subject: Re: Making buildings appear destroyed from the outside

Posted by [Fabian](#) on Tue, 06 Jan 2009 21:02:46 GMT

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YazooGang wrote on Tue, 06 January 2009 15:15 And, the first 2-3 pics, what program is that that your using to make the terrain? Is it something special?

3Ds Max 8 W3D Modeling Edition.

So maybe I can make it that on destruction I put a huge and obvious flame and smoke emitter? I also have some new smoke for the powerplants/wf and a green smoke emitters for the refineries but don't know how to hide them when they are destroyed. Would this be done the same way?

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