
Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by [GEORGE ZIMMER](#) on Sun, 04 Oct 2009 22:39:00 GMT
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Awful textures, shitty bloom, shitty modeling.

Try harder.

Also, I'd like to see the wireframe of that map to see how the poly's are used. I'm willing to bet you have 100 per renemetre...
