

---

Subject: Re: Skins are for fags?

Posted by [R315r4z0r](#) on Tue, 20 Oct 2009 02:26:44 GMT

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

---

I'm not disagreeing that it's not the prettiest engine. But it is user friendly and opens up a lot of creativity for people.

However, the only differences this engine has to a game like halo, is it's visual effects and physics. Halo had a light blending thing going on as well as bump/normal mapped textures. If Halo did not have these visual effects, it would look the same as it does on the W3D engine just because of the fact that you can't change how a model looks by looking at it through a different window.

Models are models. They look the way they are designed to look in the modeling program (such as 3DsMax) You can't change their appearance or quality by putting them into different engines.

I can extract a Halo map from Halo and put it in W3D and it would look the same. The only differences would be the obvious physics and visual effects such as bloom, shaders, and texture resolution.

---