
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 06:15:21 GMT

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Here's another update, I modeled a 90 polygon Tiberium sponge and brought it into Mudbox to create an ambient occlusion map that I can use to paint the diffuse map. I was going to use tiber_02.tga from Renegade, since it has a sponge texture, but the whole thing is 128 pixels. I want something that's 256.

<http://www.3dholmes.com/images/APB/tiberium.jpg>
