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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 07:36:42 GMT

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Before I go to bed, here's the finished Tiberium sponge. I painted it in Mudbox and used the AO map to give the diffuse map some definition. It's now 200 polygons instead of the 260,000 or so it was in Mudbox.

I can easily spread it around in the Tiberium fields of Fjord without causing any framerate clogging. I think it will look pretty nice with some diffuse-only lighting in LevelEdit. Of course, if I could have exported the normals and the spec map from Mudbox for use in UDK, it would look a whole lot better.

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