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Subject: Re: 3DS Max Buildings Setup

Posted by [iRANian](#) on Fri, 24 Jun 2011 00:40:34 GMT

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That Tiberium 'Sponge' model might actually look too good in-game compared to all the other Renegade models. Any chance you gonna release it with a less bland Tiberium Field texture to go along-side it? (iirc that's how it's called). It's the texture applied to the plane you're showcasing that Sponge model on in W3DViewer. The brighter green colour that the Tiberium Crystals on the Sponge model have don't--appear--to contrast nicely with the blander looking dark-with-dark-green texture.

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