
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 03 Jul 2011 19:03:30 GMT

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Here are the walls in 3DS Max with a basic floor. I have the gate collars set up with a proxy to bring in the GDI and Nod gates. Will probably just bring the gate into Mudbox, although I could get away with the texture that's on them currently... I think it's comfortably detailed at this point, and I can reuse the texture for other wall segments in addition to different trim pieces for environments.

[/quote]
