
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 22:20:08 GMT

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In other news, here's a changelist of not-so-visible-to-screenshots things I've done lately:

The Adv. Comm Center dish has a bluish color when the light hits it, but not when ambient light is hitting it. It also has a reflection map.

The ice scattered about the level now has reflection maps.

The AGT's texture, and the sewer walls by association, has been remade. I developed a new texture similar to the one that I was using from my old Metro level, but it's now 512x in size instead of 256. The sewers are now a lot less blurry looking, and the AGT looks downright menacing. I'll take renders of it when I get a chance.

The GDI base has had asphalt added to it instead of the Renegade 2 concrete. I found an old photo I had taken and sourced it from that.

I've added what's called "stage 1" textures to just about anything that could use the extra detailing that it provides. The ice is one thing that uses it, but a lot of textures almost require them now to look competitive next to other games on the market. For example, the GDI Repair Facility will have tank track marks all over it from repeated usage. Here's a render illustrating this, and the new concrete detailing (two passes, one detail stage texture):

This is a render from 3DS Max, so materials won't always look correct.
