
Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Mon, 19 Sep 2011 18:15:03 GMT

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Dave Anderson wrote on Sun, 18 September 2011 20:30 What would be really cool is to see your work on the CryEngine3 with DX11 and Tessellation.

Personally, I think they should have done actual tessellation on the mesh instead of having DX11 do it at run time, but that's just my opinion.
