Subject: Re: C&C_Nodewar :: WIP Posted by Generalcamo on Fri, 09 Mar 2012 02:32:51 GMT View Forum Message <> Reply to Message

Add more texture deviation, actually, replace the ENTIRE texture of the ground, get some trees, some NICE trees, and do some mesh smoothing on those hills.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums