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Subject: Re: Tiberium Refinery WIP

Posted by [Blazea58](#) on Mon, 14 May 2012 04:44:26 GMT

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Of course i wasn't referring to terrain itself, but was talking about the buildings itself. Other than that its no big deal, as the exteriors of the buildings are somewhat simplistic and can't be lowered by much from the looks of it, so Vis will do the trick.

Anyway's the interior is looking great, I like the overall theme of texturing, with lots of greys and darker tones. Nothing hard on the eyes, and the green floors are a nice touch also. Good job on this so far, looks promising.

Do you plan on making damage states? Would be interesting to see the trashed versions with all the pipes collapsed, and a few holes here and there with sparks coming out.

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