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Subject: Re: Tiberian Dawn: The First Strike

Posted by [Aircraftkiller](#) on Thu, 02 Aug 2012 22:01:17 GMT

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As I said to you privately, that rocket launcher could easily be optimized. Normal maps would do most of the work on that low-poly model, but you have it set up for being smoothed instead of having normals projected onto it.

/Also, you have rounded edges on sharp metallic pieces...

//Your artists need to learn what normal mapping is and the reason why you create high-poly models

///<http://cg.tutsplus.com/tutorials/autodesk-3d-studio-max/next-gen-weapon-creation-day-1-the-high-poly-model/>

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