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Subject: Re: Tiberium Refinery WIP

Posted by [Aircraftkiller](#) on Sat, 25 Aug 2012 06:03:14 GMT

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ESF has been in development for 10 years, at the least. I'm doing this in the span of months. There are whole teams of people dedicated to making buildings like mine with a proper set of textures and clean geometry. I make the final call on the art direction, and I feel that eight sided valve controls on a 1998 engine are more than generous, especially since there's six of them and a lot of other details as well. I'd rather pack in more detail instead of cramming it into a few parts.

Finally, what point is there to more edges in Renegade? The engine doesn't show it off very well. There's no specular highlighting. No normal maps. It has nothing particularly fancy that would require making higher resolution models.

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