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Subject: pooling resorces

Posted by [OrcaPilot26](#) on Tue, 27 Jan 2004 15:49:06 GMT

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How is that different from having one person make a vehicle model, another one texture it, and another one bone it?

I think a big factor on the community's ability to make quality work has to do with the amount of public knowledge about modding Renegade. There's only a few good tutorials scatterd throughout various websites, and not really any central "from start to finish" map/model ect. making tutorial that covers all aspects in the involved processes, I see very few people who can make near-WS quality maps, I think it's because they had to teach themselves and don't know the best ways to make maps.

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