
Subject: my building, what needs changing
Posted by [Madtone](#) on Wed, 03 Mar 2004 22:17:26 GMT
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d00d!!!

This is a nice piece of work.. can see you truly worked hard to get it the way it looks right now.

As said above just re-do the textures on the smoke stacks.. maybe instead of the solid green thing, make it like a semi-transparent glass chamber where the green gas emitters come out, know what i mean?

Love the animations and the emitters.. looks good! Kinda like a mutant tiberium refinery of some sort.

Would love to see what else you can make.
