

---

Subject: "old art assets", whats out there

Posted by [PiMuRho](#) on Thu, 03 Jun 2004 15:22:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

phlakatonboy... they didn't do much detail back then... not a good looking model at all. Simple bump and simple color map. Yuck.

You're not kidding. I've just been making some stuff using the original renders/cutscenes as a reference, and some of that stuff is awful

---