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Subject: Renegade Alert Missile Sub

Posted by [phlakaton](#) on Mon, 28 Jun 2004 20:55:51 GMT

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AircraftkillerFerhago

Oh and by detail instad of being generic I think they mean like this.

You know faint lines where the metal plates were welded together and little rivets

I'll do that later on. I'm not sure if it will show up right because of the size of the UV map, each one for the top and bottom is about 1024x256 so it's pretty blurred when you add tiny details in certain areas.

if you're going to spend a 1024 then make it square... video cards will basically make the 256 a 1024 when it loads into memory. You can make a shitload of details with a 1024X1024 map... I still dont make game textures with a 1024 yet! LOL.

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