
Subject: CnC Reborn : MMKII Texture Update
Posted by [liberator](#) on Sun, 03 Oct 2004 06:36:23 GMT
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My advice?

Toss the "doors" to the SAM launchers.
It's not wide enough, it looks like a ****ing AT-ST.
Don't post screenshots that make people exclaim "That's no moon..."

Also, a couple of generalized bits:

Don't tile textures, period. Even if it ends up being one map it's going to look like crap.

Don't use promotional, high resolution renders as an example of what a model looks like. Instead, post an untextured version so people can get the feel of the model, then a textured version from the same veiwpoint and finally a few in-game shots from different angles.
