
Subject: Re: Fist Of Fate - Unadahm Warlock
Posted by [Daze](#) on Fri, 29 Jul 2005 07:45:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks decent, but to me there are a number of things that could be improved.

The face more than anything looks kinda sucky. Normally, most of the texture space in any character would go to the face, the most important part that needs most of the detail. That doesn't seem to have happened. His skull mask looks to be part of his face rather than on his face with those vague black outlines.

Also, his grey attire also seems rather grainy and vague at some areas, and generally lacks in depth.

Finally, other than the metal he has on his shoulderpads (which is kinda sucky and used too much), it looks sorta bad.
