## Subject: Re: How renegade 2 would have looked

Posted by Blazea58 on Thu, 01 Sep 2005 23:28:44 GMT

Aircraftkiller wrote on Thu, 01 September 2005 19:16No matter what you do, it's never going to look like a high end game.

Well thats what you think. I think almost all the newer games around these days just use more polygons, and have the usual bump , reflective mapping. Basically the engine also is a huge factor, but given that this is a 3 year old outdated one, there is still alot of things people never attempted, so im not sure how you could say it can NEVER look like a high end game.

Bf2 doesn't even have bump or reflective mapping other then the water itself, the rest of the detail comes with millions of polygons and a good engine to start with.