Posted by DutchNeon on Sat, 22 Nov 2008 13:43:03 GMT
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Is it me, or are those pictures without Anti-Aliasing at all? Looks good though, but i found the Complex picture a bit weird without AA.

Unreal Engine 3 supports AA right? Or do we have to force AA (and AF) through the video drivers? Because Bioshock is using a modified Unreal Engine 3, and you couldn't use AA, besides forcing it.