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Subject: Re: [Model Replacement]Combine Female Assassin

Posted by [ErroR](#) on Fri, 23 Apr 2010 11:58:31 GMT

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Kimb wrote on Fri, 23 April 2010 00:12its nice, but theres something about that color... i cant point my finger at it

In hl2 it has pretty bump maps and shaders to make it look better. Here, it doesn't.

snpr1101 wrote on Thu, 22 April 2010 12:42I dislike it tbh. Is the wonky looking left arm the mesh issues you were referring to?

No, there are some problems with the boots, they stick out mesh spikes sometimes. In the old version it did it all the time, but in this one it seems to not happen.

BTW: It is white! it looks gray because it's under the shadow of the HoN

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