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Subject: Re: Hand of Nod WIP

Posted by [Aircraftkiller](#) on Fri, 25 May 2012 20:57:54 GMT

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In the last render, the green rectangular box is the player scale. I'm combining textures where possible to reduce load times and frame rate slowdowns, so the hand and the rock base are both using the same texture. Smoothing groups will make it look like the hand is jutting out of the rock in-game, since the lighting will create a visible seam where the arm meets the rock face.

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