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Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 16:59:36 GMT

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The only difference between making a 512x512 texture and a 1024x1024 texture is that the finished product will be less pixelated and show finer details with a 1024x1024.

Let's see, 250 by 1000 pixels, or 120 by 500 pixels area for the top or bottom half... Lower pixelation and finer details vs very pixelated and low detail. Yeah, that's a hard decision. :rolleyes:

Quote:Well if your planning on making professional models you will ahve to learn how make it uncreased.

We \*never\* said that we didn't know how to make them joined together. It's completely unnecessary, why effectively double the polygons in that area just to add a barely noticeable effect?

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