No, it was Lightscape. There's a plugin in the Max tool that runs with it and calculates radiosity through the program.

Quote:(it's w3d pics only there. You think it looks too good for w3d? It's normal, we know what we do unlike you here...)

We know what we do unlike you here... That's real literary genius folks. Top notch novel material. What's next on your comeback list... An excerpt from Engrish.com?

I didn't say it looks too good to be used in that engine, or that the engine isn't capable of running that. What I did say is that it looks way too filtered and the edges aren't noticable at all. That's pretty hard to believe unless you're showing these pictures with a video card at 16x AA\AF or some other fancy setting that very few people would actually use in a game, much less in that particular game where your framerates go to shit and graphics tend to matter little to begin with.

So at any rate, either you rendered that barracks with texture baking or you just used slight-of-hand like usual to keep your work from looking bad as it always does.