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Subject: Re: C&C\_Pompeii (WIP)  
Posted by [Aircraftkiller](#) on Fri, 10 Feb 2006 05:15:58 GMT  
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Quote:It would be ridiculously tedious to properly map the main texture onto the undersides, but I think what I can pretty easily do instead is just make a flat surface texture based on the main one (which would have the exact same effect). It'll be in the next beta.

No, it wouldn't if you had any idea of how to use Max properly. If you're not willing to make those pillars look good using simple UV coordinate mapping, it doesn't say much for the rest of your work. Making those pillars properly mapped would take all of 15 seconds to do right.

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