Subject: Re: C&C Robot Wars: Build Your Own Bot!
Posted by CarrierII on Tue, 15 May 2007 14:22:39 GMT

Wireframes comming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Attached.

File Attachments
1) Robot Wars.zip, downloaded 224 times