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Subject: Shopping-mall?

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 18:10:15 GMT

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Havocmanwe need to make it more... mall..ish..

Agrees, why dont you take a digi cam and go to your nearest mall (mines merry hill), take some snaps and you can use snaps for textures and ideas.

A few common traits of malls are a center area with a glass roof (could be around fountain) and pillars I see a lot of malls with pillars.

Also malls dont really use stairs that much anymore they tend to have escalators:

Lynqoidargh to much bandwidth use, tripod sucks.

it will be back up again in 2 hours

Use n00bstories image uploader.

Disclaimer: Those pictures are property of their respective owners, just used a image search

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