Subject: Re: 3DS Max Buildings Setup
Posted by Starbuzz on Wed, 15 Jun 2011 01:16:35 GMT

Hi AK, thanks for your time in doing this. I like the new look of the Air Strip. I always felt it a bit annoying that it didn't have a centre stripe.

Aircraftkiller wrote on Mon, 13 June 2011 13:45All buildings have had unnecessary vertexes and edges removed. In other places, polygons have been added to give more definition to the vertex lighting. Almost every building has had its triangulation fixed so that the vertex lighting flows more evenly over the structures.

Can you please clarify this sentence for me? For example, I had always noticed a ugly diagonal lighting/texture shade line on the GDI Construction Yard. Here's two SS below. Is this what you mean you have fixed? If so, it's awesome as I always found it a eyesore on this building.

File Attachments
1) CairoConYard.jpg, downloaded 2199 times

2) LastStandConYard.jpg, downloaded 2165 times