
Subject: Re: A question about lights

Posted by [roszek](#) on Mon, 14 Nov 2011 15:10:27 GMT

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GEORGE ZIMMER wrote on Sun, 13 November 2011 20:17Oh hey woah! I'm glad to see someone who actually has some creativity and motivation trying to make maps for fucking once. The only people who seem to have that who are even remotely active in the ren community are Blazea and ACK ;_;

Good luck on the map, and that actually looks pretty nice

If I may make a suggestion with the map in general though, touch up some of the modeling work-some of the objects look rather blocky and don't quite blend in with some of the rest of the map, y'know? It's not as "plopped down" feeling as a lot of maps tend to be, but still stand out (in a bad way).

Well ya I know what you mean plus I also have a lot of other things to fix, like I said it's an old map I'm trying to fix up. Tbh this particular map was crap but hopefully I can correct this long ago mistake; didn't feel like making from scratch.

Edit: Ya know, the more I think of it the more I think that redoing the terrain would be easier then messing with all those f'd up verts.

But this has nothing to do with this thread -which is about lighting.
