Subject: Re: [TUT] Mapping Tutorial Series
Posted by Aircraftkiller on Sat, 14 Jan 2012 03:11:42 GMT
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The problem is: you are an amateur. There is nothing inherently wrong with that. Everyone started off somewhere - nobody learned 3D art development overnight. I've been creating worlds since 1996 when I built airports for Flight Simulator 95 using Scenery Designer. I can understand that you might be averse to criticism, since most artists have difficulty being criticized, but don't take it on a personal level.

Beyond that, I don't think I've ever seen any of your work in this game before. What have you made?