

accuratestudio.com

Code 3 Optix

Version 1.0

Credits

- Code 3 Optix modeled and textured by Cj24.

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- You may not convert or port this modification to other games or platforms without permission.

Notes

- Accurately scaled to real dimensions.
- The normal map texture uses BC7 compression by default, which requires DirectX 11. An alternative uncompressed DirectX 10-compatible texture is included.
- LOD Polygon count:
 - L0: 524s
 - L1: 124
 - L2: 38
 - L3: 22

Files Included

- c3_optix.yft
- c3_optix.dds
- c3_optix_s.dds
- c3_optix_n.dds
- c3_optix_emis.dds
- Emissive color options
- Readme
- Pictures

