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Code 3 Supervisor for CVPI

Version 1.0

Credits

- Code 3 Supervisor modeled and textured by Cj24.

Terms of use

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- Using this modification commercially is only allowed if credits as described above and a link to the original download are displayed before purchasing and are included with the download.
- You may not convert or port this modification to other games or platforms without permission.

Notes

- The normal map texture uses BC7 compression by default, which requires DirectX 11. An alternative uncompressed texture that is compatible with DirectX 10 is included.
- LOD Polygon count:
 - Optix Version:
 - L0: 2399
 - L1: 512
 - L2: 208
 - L3: 100
 - LED X Version:
 - L0: 2315
 - L1: 468
 - L2: 220
 - L3: 68

Files Included

- c3_supervisor_cvpi.yft
- c3_supervisor.dds
- c3_supervisor_emis.dds
- c3_supervisor_s.dds
- c3_supervisor_n.dds
- Emissive color options
- Readme
- Pictures