Goran Svensson's High-Definition *Marathon Infinity* Textures

(an all-in-one repackaging by a third party)

I've repackaged Goran Svensson's hi-def *Marathon Infinity* textures into one convenient plugin, using Goran's most recent Water, Lava, Jjaro, and Pfhor sets and kaosof's edit of the Sewage set, which adds bump maps to Goran's most recent release.

On that note, I strongly recommend enabling **bump maps** and **bloom** in **Preferences→Graphics →Rendering** with these; the bloom is subtle enough not to be obnoxious, and the **Water**, **Lava**, and **Sewage** bump maps add a lot to the experience. (Be sure to disable bump maps when not using texture replacements that use them, though, due to their impact on lighting.)

Each set's original documentation is within its folder. I'd have asked Goran for permission for this, but he's been unresponsive to email the last several times CryoS and I have tried to contact him, so I assume he 4GOT. I apologize in advance if there's any problem with me doing this.

If you experience any issues or bugs, please let me know through one of the following methods:

Discord: **@aaron6608** or **@Aaron#6608**
(we must share a server; I recommend the ***Marathon*** **server**: discord.gg/c7rEVgY)

GitHub: github.com/aaronfreed/aaronfreed.github.io/discussions
(please be sure to read the pinned announcement)

Enjoy!

Aaron Freed
Sarasota, FL
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