
Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Sir Phoenixx](#) on Sat, 04 Sep 2004 00:18:02 GMT
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It's decent, needs more detail and changes/fixes.

The cannon seems to be missing the bright blue band around/above the barrel. It also seems to be a little too thin, and the barrel looks a little too short. There should be something below the cannon inbetween the supports. The supports should be thinner with a bar connecting them.

The head, instead of a brown skull, should be a messed up/mangled/mutated fleshy head, etc. It looks like the back of the skull should be encased in metal. I can't really tell if it's there in the screenshot, but it should have an eye piece of sorts sticking out of the left eye.

The armor needs to cover more of his chest, come up a little higher. The gold thing around his shoulders hanging on his chest needs to end further down, just above the segments that make up his waist. The red shoulder pads come down too far, and the arms start too far down also. The shoulder pads should also come out to the sides more. The arms need a lot more detail, and the upper arm needs to be thicker.

The segments that make up the waist are spread a little too far apart, the bottom, just above where his legs attach, is too short. The legs (mainly just the second segment) is too long, and it looks like there should be a hole in the leg segment, with the bright blue around the bottom of the hole.
