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Subject: Renegade Alert Allied Turret

Posted by [SuperFlyingEngi](#) on Fri, 22 Oct 2004 03:04:02 GMT

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ACKIt looks exactly the way I want it to be, because it's not rubber, it's flaked off paint and dirty metal that was painted dark gray.

I don't see how it looks "off" considering it looks like blue paint to me, and that's why I designed it that way.

Are you sure that darkish patch is supposed to be metal? In most all representations of turreted cannons I've seen, it's usually a ribbed rubber cowling there, to facilitate rotation up and down.

On the topic of the blue paint, it just looks too cel-shaded, again. If you look closely at the paint, you can see other stuff, but it's just not prominent enough. And the black lines going around the blue look intensely painted on and not part of the rest of the metal. You've gotta emphasize the details here, or it just will never look right without a good bump map.

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