

---

Subject: a little bit bored :-)

Posted by [Axel](#) on Wed, 12 Jan 2005 01:02:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The models both look well constructed. Not sure what the acceptable poly count is for vehicles in Renegade, but they both seem kinda high. The texture on both of them is too monochromatic. I think there should be more color variation, maybe add some browns and slight greens to some of the areas to make it more worn, and add depth. Also it seems that while the poly count adds a lot of detail, the texture adds virtually none, especially on the second model of the mobile gun. As much as you said you aren't good at texturing, I would take that advice into account to some extent.

Also, if possible, I would make the camo patches connect on the separate surfaces.

I would add smaller details like bolts and seams, to give them a sense of scale.

---