
Subject: Re: GDI Watchtower

Posted by [nopol10](#) on Sun, 01 Jul 2007 01:40:33 GMT

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The Merovingian wrote on Sat, 30 June 2007 21:18: Very short, and stubby. The boxy supports are too boxy, add detail or polygons to make them less boxy. I like the base, don't know what that box at the front of it is. The platform is too boxy aswell. From memory i think the actual guard towers platform isn't a box. Cannon looks too low down aswell. It looks like if it tries to attack people within 5 meters from the base it'll destroy the rail.

There's something wrong with the rail too. Can't quite put my finger on it.

(If you found any of this offensive to your work i apologize, but that is criticism.)

Yeah, I just noticed that if the turret swings, the rail will crack.

Thanks for the comments.

Oh, this was my reference picture and so was the one that sadukar put. Except that I have no idea why the box in front of the tower is different:

File Attachments

1) [defenseturret.jpg](#), downloaded 1016 times

