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Subject: Re: Nod Turret

Posted by [C4miner](#) on Wed, 18 Jan 2012 03:19:12 GMT

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Yeah I'm gonna second that and agree that the barrel looks fine. It makes we wanna grab a wet rag and wipe the dirt off it, any any texture that creates that effect is certainly pretty damned realistic.

Now I'm a bit out of the loop here, so:

Is this a model+texture that you created for the Renegade engine? Or is it for some Renegade mod that uses a different engine?

In any case, are you creating these new models(+textures) toward an ultimate end goal of some sort, or is it purely for your own enjoyment & experience? (Forgive me, I'm not familiar with what Noddingham is)

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