
Subject: Re: Apocalypse Rising released?
Posted by [OWA](#) on Mon, 02 Jul 2012 20:19:36 GMT
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iRANian wrote on Mon, 02 July 2012 19:21 what i said was pretty constructive

pretty sure if i would have to say that to aircraftkiller he'd understand he'd have to make the texture more detailed so it doesn't look like something done in 1 minute in MS paint
It may have been constructive from your point of view. But it was so vague that it pretty much gives me nothing to go on.

I'm left asking myself which textures in the screenshot look like they have been done in paint? Please clarify what you meant, since I don't think you can honestly say that all of the textures in every image look like a one minute paint-a-thon.

Whenever I look at Aircraftkiller's work, he's usually showing off a single asset rather than an ingame screenshot (unless he's working on a map), so yeah he'd know what you're on about because there's usually only one item in the image.

Generalcamo wrote on Mon, 02 July 2012 20:04 There are three ways to get the cartoony look you guys want.

You can use little detail. This, however, also has the effect of making a project looked rush.

You can use a shader. There was a cartoon shader released a while back. However, it cuts into FPS, and it does not work with 4.0. Go Figure.

Lastly, you can over-detail. This is the best one. Still using the small textures you guys have, because that improves performance, add every detail you can think of in your heads. This Renegade X turret has a lot of greebles, so it makes it look cartoony:

http://media.moddb.com/images/mods/1/9/8709/turret_1.jpg

I don't think I'm in need of an art lesson here; but there's one major problem with your suggestion of trying to texture our assets the same way Renegade X do. Renegade X's models use shaders to give the final model extra detail which we don't have access to. Shaders that make use of techniques such as normal mapping and specular mapping.

So no matter how hard we try, we'll never be able to make content look as good as theirs; even if we magically get these shaders, UDK's lighting engine is superior.

It's an engine limitation which we're bearing with because we've come too far on this engine to stop now.

As for the cartoon shader; I was one of the guys that was pushing Saberhawk for it, so it's ultimate failure was disappointing.

Structures such as the Sentry Gun, Flak Cannon and Tesla Coil are all, in my opinion, pretty good

Here's a couple of screenshots of the Allied Barracks. This is the kind of texture work I'd like to see on all of our structures:

Exterior
Interior

The problem is not that we don't know what we want to do, it's about not having the staff to do it.
