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Subject: C&C Renegade: Sole Survivor Texture Artist  
Posted by [Aircraftkiller](#) on Wed, 31 Dec 2003 08:58:10 GMT  
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Gripes from seeing those images:

MRLS looks like it's sat out in the snow, instead of being battle worn.

Humm-vee's windshield vertexes, at top, should be on the same X\Y coordinate as the bottom of the windshield. All Humm-vees have flat, non-sloped, windshields. Other than that, it's almost perfect. Could use another door behind the driver's side.

Artillery looks almost nothing like it did in TD. Looks more like a mobile penis... Seriously though, it needs to be remodeled if you're really going for the TD feel. Renegade Alert's Artillery is a good example of this, but its model is getting replaced by a more detailed one soon.

Stealth Tank is too... fat. It's not "spider" enough from what that image shows. "Spider" being the way the four wheels are arranged.

My biggest problem is the soldiers. They don't look human... And the Chemical Warrior didn't wear any kind of green suit. It was an olive drab hazmat level 1 suit with a gas mask to filter out the Tiberium gas.

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