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Subject: Renegade Alert Missile Sub

Posted by [phlakaton](#) on Tue, 29 Jun 2004 16:16:50 GMT

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I can't say I've done any real masterpieces in my art... I always have some problem with a portion of what I do. That said there is always room for improvement in this stuff... raising the bar is a hard thing to do and it takes a lot of time and effort. Painting a map like a 1024 isnt something that happens in a day... think about all the pixels you can manipulate in that kind of huge space. I worked on a few maps that size for a Dreamcast demo and it took about 3 solid days of noodling to say I had used the size for what it was worth.

I dont think this sub is bad... I think it needs some more love. The images that were posted of it to me suggest a critique is what Aircraft wants. If he doesn't want a critique then better to not post. I got nailed in architecture school for drawings by old men in bowties and they didnt pull any punches whatsoever... they were brutal. Being able to take that kind of straight-up punishment about your work takes some tongue biting I know but it's worth it if you can pull some different views out of it and apply it to your piece. Being defensive is not going to help the issue. Sure some people are going to make wack comments that are off base but hey... a lot of the time they have very good points. Like it looks like concrete... I think it does because of the grain in the texture... metal is much smoother in a sub... so with that said you could disagree with my comment about metal being much smoother... yes... it could be grainier... but hey... that's a critique and every angle of commentary is helpful even if it hurts you ego.

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