
Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Tue, 18 May 2004 00:17:19 GMT
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Finished it off today, remapped the entire building and retextured it to look about as close as I could get it to the Red Alert image.

Subject: Renegade Alert Construction Yard
Posted by [Jaspah](#) on Tue, 18 May 2004 00:37:53 GMT
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I kinda liked the old on better.

EDIT: The interior is actually pretty good, those windows are kind of bothering me, though.

Subject: Renegade Alert Construction Yard
Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 00:39:30 GMT
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I think the old one had better windos, but that was about it...

Subject: Renegade Alert Construction Yard
Posted by [DarkDemin](#) on Tue, 18 May 2004 02:21:18 GMT
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if you look close there should be a bar down the middle of the window.

Subject: Renegade Alert Construction Yard
Posted by [sniper12345](#) on Tue, 18 May 2004 11:46:24 GMT
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Agreed with all of the above.

Subject: Renegade Alert Construction Yard
Posted by [Deactivated](#) on Tue, 18 May 2004 11:59:07 GMT
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NeoXold ones better

If it ain't broke, don't fix it?

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Tue, 18 May 2004 18:04:24 GMT
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The old one was garbage. If you people can't see that then it's obvious you have a taste for lower quality things (No wonder so many people here went OMG REBORN ROXXXXXXXXX initially) or you don't pay much attention.

Subject: Renegade Alert Construction Yard
Posted by [Jaspah](#) on Tue, 18 May 2004 18:46:41 GMT
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Oh god. Don't start.

Subject: Renegade Alert Construction Yard
Posted by [\[A-I\]NastyDead](#) on Tue, 18 May 2004 18:48:56 GMT
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Reborn is sweet, and the maps are better.

Subject: Renegade Alert Construction Yard
Posted by [Demolition man](#) on Tue, 18 May 2004 18:55:17 GMT
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the front where it grabs the shit has to be blue and the windows look like shit

Subject: Renegade Alert Construction Yard
Posted by [snipesimo](#) on Tue, 18 May 2004 18:58:37 GMT
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I agree, all the windows are supposed to have a seperator bar down the middle of them. Maybe that will help.

Subject: Renegade Alert Construction Yard
Posted by [Renx](#) on Tue, 18 May 2004 19:00:11 GMT
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[A-INastyDead]Reborn is sweet, and the maps are better.

WTF are you talking about? They have 3 maps that are just barely playable right now, and 2 of them they didn't even make.

TwA-Dan is going to make some decent maps for them now though.

Demolition manthe front where it grabs the shit has to be blue and the windows look like shit

Those arn't the windows, and we're trying to keep the team colors out of it as much as possible

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Tue, 18 May 2004 19:22:07 GMT
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The windows were already changed.

Subject: Renegade Alert Construction Yard
Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 19:26:14 GMT
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Hmm... I'd like to see this in-game before I can really give a full opinion about it - whether or not it looks smudgy in gaame since it is so big compared to just looking at a screenshot. But as of now the light grey concrete looks a bit tiled and the dark grey looks a bit smudged. But I still want to see it in-game.

Subject: Renegade Alert Construction Yard
Posted by [Javafx](#) on Tue, 18 May 2004 19:45:26 GMT
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The rails that the crane rest on are not imbedded in the ground in the picture from RA. Other than that though, it's well designed and looks good.

Subject: Renegade Alert Construction Yard
Posted by [\[A-I\]NastyDead](#) on Wed, 19 May 2004 01:18:59 GMT
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You need to make some personnel only areas on your maps AK. I dont like being ran over or blown up by vehicles when Im on my way to a base.

Subject: Renegade Alert Construction Yard
Posted by [Hydra](#) on Wed, 19 May 2004 01:41:33 GMT
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Try using some strategy and be a little more sneaky as you run around on the maps, NastyDead.
:rolleyes:

Am I the only one here who actually likes the model?

Subject: Renegade Alert Construction Yard
Posted by [Renx](#) on Wed, 19 May 2004 02:26:59 GMT
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The model is perfect, it's the texture they were debating about.

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Wed, 19 May 2004 02:40:36 GMT
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Trees, bushes, and rocks... They're your friends.

Subject: Renegade Alert Construction Yard
Posted by [Javaxcx](#) on Wed, 19 May 2004 02:43:33 GMT
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RenxThe model is perfect, it's the texture they were debating about.

The rails the crane sits on/in aren't perfect. The texturing is fine.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 03:49:30 GMT
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NeoXAircraftkillerThe old one was garbage. If you people can't see that then it's obvious you have a taste for lower quality things (No wonder so many people here went OMG REBORN ROXXXXXXXXX initially) or you don't pay much attention.

Because you suck at texturing and the old one did look better and less cloudy like and now Reborn's Stuff is of better/higher quality then yours and they can take criticism and unlike you where you delete my posts when i say the old one looked better on the RenAlert forums so piss off.

You're a dumbass. Aircraftkiller owns you. The model is way better than the old one.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 03:52:45 GMT
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NeoXW/e continue to kiss his ass.

The truth of him <http://www.vycd-ped.com/ack.mp3>

Whoever made that soundfile really needs to get laid. Probably you. Your head in your avatar is retarded, you look like a dumbass.

Subject: Renegade Alert Construction Yard
Posted by [exnyte](#) on Wed, 19 May 2004 03:56:32 GMT
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C4miners post is on a new page... quoting what you said only helps show what he's talking about. You need to stop talking NeoX. You're not even arguing, only making lame comments and looking stupid.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 03:58:08 GMT
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NeoXBefore I post. You aren't supposed to quote a post that is directly above you. And two go give Ack head if you like him so much.

Who fucking says? Moron. It's obvious you don't have an intellectual capacity to argue with valid points so you resort to stupid bullshit and insults to get by. Go to school.

And get a life, too.

Subject: Renegade Alert Construction Yard
Posted by [exnyte](#) on Wed, 19 May 2004 04:00:08 GMT
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NeoXIm sorry for not being up to intellegence level as you.

^^ See this? ^^

That is an example of my point being made. Grow up.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:07:22 GMT
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NeoXPlease stop swaring please this is a public fourm with posters of all ages.

If a moderator doesn't want me to swear then they can ask me to or they can censor swear words, but in the mean time, fuck you.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:11:52 GMT
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NeoXYou are by far the coolest person in the world!

Nice, I see you're taking the "Can't beat 'em? Praise 'em!" strategy.

Anyways, you are by far the dumbest person in the world!

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:15:24 GMT
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You're obviously dumb as you are now mixing up part of the definition of what it is to be cool, which includes being smart. Your suggestion is impossible and only further proves my thesis.

Subject: Renegade Alert Construction Yard
Posted by [exnyte](#) on Wed, 19 May 2004 04:15:41 GMT
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NeoXI don't think so. I think you win both titles.

That makes no sense... Yet again.

Subject: Renegade Alert Construction Yard
Posted by [xptek_disabled](#) on Wed, 19 May 2004 04:18:46 GMT
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Stop with the stereotypes, idiot.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:22:11 GMT
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NeoXUm not really... what do you think a jock is ...

Jock: A COOL kid who is popular because he plays football but is really a d+ student.

Smart people are normaly but not always Uncool. le nerds.(You)

Your stereotypical views of society don't cut it when it comes to reality.

Subject: Renegade Alert Construction Yard
Posted by [xptek_disabled](#) on Wed, 19 May 2004 04:22:22 GMT
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:rolleyes:

I really wouldn't be putting your voice out there when it has the potential to shatter glass. Screechy little thing..

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:23:35 GMT
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NeoXAnd ack is so cool he had to change the link to <http://www.vycd-ped.com/Aircraftkiller.mp3> in stead of the true one <http://www.vycd-ped.com/ack.mp3> and try and pretend he didnt do a thing hes gay go give him another BJ.

So what's with your obsession with blowjobs and ACK anyway? Subconscious desires often influence your conscious behaviors, although you may not be aware of it.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:29:20 GMT
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NeoXHmm good point ill think about it but you say laid alot so we are on the same level
FUCKER!

Yeah, I suppose that means that I do have a subconscious desire to have sex with women,
damn you got me.

Subject: Renegade Alert Construction Yard
Posted by [C4miner](#) on Wed, 19 May 2004 04:34:17 GMT
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NeoXyou have a desire to have sex with Ack A C K! damn you are stupid but still koo.l
man
1!

You are a dumbass.

Anyways, I'm done with my postwork internet flaming and will now leave.

Subject: Renegade Alert Construction Yard
Posted by [Chrono945](#) on Wed, 19 May 2004 14:34:16 GMT
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i dont like being horrible or anything but that mp3 really did suck
most people who do things like that are jealous, and think they are better than the person doing
whatever it is theyre doingm, (and i also accept the fact that i suck at grammar)

Subject: Renegade Alert Construction Yard
Posted by [KIRBY098](#) on Wed, 19 May 2004 19:06:20 GMT
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Enough of your hate-spam. Now be quiet fat gay boy.

Subject: Renegade Alert Construction Yard
Posted by [phlakaton](#) on Wed, 19 May 2004 20:31:09 GMT
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How about getting back to the subject of this model... tearing each other apart in this forum is just
childish. Period. Flame on.

The texturing just needs some edge-work... define those wall edges and add some interest. It
does have a flat quality. Nothing bad... nice start. The lack of lighting here and shadows doesn't
help the cause either. It's obvious why it's flat now that I think about it. Presentation is oh so

important.

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Wed, 19 May 2004 20:40:17 GMT
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I was thinking of using something other than Scale for a detail map argument... Something I could modify on the texture map itself so that the texture edges can be accented and still leave the tiling base texture alone.

Subject: Renegade Alert Construction Yard
Posted by [phlakaton](#) on Wed, 19 May 2004 20:45:10 GMT
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AircraftkillerI was thinking of using something other than Scale for a detail map argument... Something I could modify on the texture map itself so that the texture edges can be accented and still leave the tiling base texture alone.

Do you use unwrap uv for these types of models? You can make a texture map with a few section of material... ones that span the length or height of the map... roll that over for your tiles... but you can have a nice flawed and busted edge alone each section of metal or concrete... if this doesnt make sense I guess I could drop a sample here. Hehe.

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Wed, 19 May 2004 20:47:13 GMT
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If you want to, go ahead. What I did was use a single pass with the stage 0 texture as "21_CYMetal" and the stage 1 as "21_CYNoise," that one being the rust marks and the dark blotches. That's unwrapped on the model, but it's using a multiply kind of shader. I'll try for one that's like multiply and add.

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Wed, 19 May 2004 21:00:36 GMT
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This should be better.

Subject: Renegade Alert Construction Yard
Posted by [phlakaton](#) on Wed, 19 May 2004 21:31:22 GMT
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Those boxes can be accentuated with bolts or rivots... some worn edges... something in the base texture to make them work with the model... anything can be used if you want to integrate it right.

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Wed, 19 May 2004 21:47:37 GMT
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Bolts are a good idea, I didn't think of that. The boxes aren't actual "boxes" they're meant to represent steel plate sheets, metal rarely comes preformed, it's normally bolted or riveted on.

Subject: Renegade Alert Construction Yard
Posted by [Ferhago](#) on Wed, 19 May 2004 21:54:58 GMT
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It looks so....bland....

Subject: Renegade Alert Construction Yard
Posted by [DarkDemin](#) on Wed, 19 May 2004 22:27:27 GMT
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NeoX I couldn't stop laughing at that for a good 5 minutes...

Subject: Renegade Alert Construction Yard
Posted by [YSLMuffins](#) on Wed, 19 May 2004 23:19:38 GMT
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ACK those latest screenshots look really good. Keep it up, it's the perfect look for the Construction Yard.

Subject: Renegade Alert Construction Yard
Posted by [Aircraftkiller](#) on Thu, 20 May 2004 01:16:43 GMT
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I added rivet marks to the plates. I think that is the right look for it, usually forget to add all that extra noise in the texture for some reason.
