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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 04:53:24 GMT  
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The Soviet SAM Site is a long range anti-aircraft base defense for the Soviet military. It is normally found placed in a typical Soviet triangular pattern for maximum sky coverage from Allied Longbow threats.

These are vital to defending your base. Only a few Longbows, once the SAM Sites are down, can take out the Tesla Coil(s) in your base.

The model and set of two textures were done by myself.

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Subject: Renegade Alert SAM Site  
Posted by [Fabian](#) on Sat, 03 Jul 2004 04:56:38 GMT  
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nice. looks like the back could use some work, but i dont know because there are no good pics of the back.

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Subject: Renegade Alert SAM Site  
Posted by [Majiin Vegeta](#) on Sat, 03 Jul 2004 10:44:09 GMT  
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it looks alright the back looks kinda cheesy coul't you not model the launch chubes??

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 13:10:56 GMT  
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Why? Modeling any of the tubes would add about 200 polygons when it's totally unnecessary.

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Subject: Renegade Alert SAM Site  
Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 18:40:21 GMT

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The model and texture look awesome, but I have one question:

Will there be any sort of firing animation involving the missile guards opening and/or closing as the SAM site cycles through it's missiles?

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Subject: Renegade Alert SAM Site  
Posted by [maytridy](#) on Sat, 03 Jul 2004 19:27:21 GMT

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I've got a question to add to that:

Will the sam site go underground when not in use, and pop up when enemies approach, like it did in Red Alert?

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Subject: Renegade Alert SAM Site  
Posted by [U927](#) on Sat, 03 Jul 2004 19:33:34 GMT

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That was only in Tiberian Dawn. SAM Sites in Red Alert stayed above ground the whole time. The only time they showed them pop out of the ground was when they were being constructed.

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Subject: Renegade Alert SAM Site  
Posted by [OrcaPilot26](#) on Sat, 03 Jul 2004 19:39:49 GMT

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Yeah, It looks like Aircraftkiller's model is based off the icon, which is the same icon used in TD, instead of the in-game graphics.

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 19:59:19 GMT

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The in-game one was stupid looking, I prefer a small deviation to the purchase icon appearance.

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Subject: Renegade Alert SAM Site  
Posted by [htmlgod](#) on Sat, 03 Jul 2004 20:44:11 GMT

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The meshes of the covers for the launch tubes are overlapping with the mesh for the main frame of the thing. And I still think like in the places where the metal is scratched away, bricks are underneath, instead of more metal.

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 20:55:05 GMT  
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That's because rust is usually reddish due to iron oxidation.

"Any of various powdery or scaly reddish-brown or reddish-yellow hydrated ferric oxides formed on iron and iron-containing materials by low-temperature oxidation in the presence of water."

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Subject: Renegade Alert SAM Site  
Posted by [htmlgod](#) on Sun, 04 Jul 2004 02:00:01 GMT  
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I'm not talking about the red coloration. I'm saying it literally looks like rows and columns of red brick wall, underneath the metal covering. To help you see what I'm talking about, I went over some of the detail in black, only covering up stuff that was already there.

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Subject: Renegade Alert SAM Site  
Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 02:25:36 GMT  
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The black lines make it look maybe 45 bazillion times worse than the actual texture.

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Subject: Renegade Alert SAM Site  
Posted by [NeoX](#) on Sun, 04 Jul 2004 03:21:48 GMT  
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It just ack uses these grime brushes .... and you cant you them all for ever type of material nut um yea,

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Subject: Renegade Alert SAM Site  
Posted by [htmlgod](#) on Sun, 04 Jul 2004 03:29:26 GMT

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SuperFlyingEngiThe black lines make it look maybe 45 bazillion times worse than the actual texture.

I'm not trying to make it look good, I'm trying to point out how much its pattern is like that of a brick wall.

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 04:42:01 GMT  
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There is no pattern to it, you're seeing an optical illusion. Why must you make me feel like I need to take a fucking microscope view of each texture so you know exactly what it was composed of? I assure you that the entire thing has rust where the paint wore away, including the top. I don't add brick to a fucking steel SAM Site.

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Subject: Renegade Alert SAM Site  
Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 16:59:12 GMT  
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It looks exactly like the Tiberian Dawn one from the cutscenes. If there would have been a Red Alert cutscene with it, it would've proly looked like it as well. Nothing to criticize =( ;D

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Subject: Renegade Alert SAM Site  
Posted by [Deactivated](#) on Tue, 06 Jul 2004 17:09:11 GMT  
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Subject: Renegade Alert SAM Site  
Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 17:18:08 GMT  
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Hmm....maybe it would look even better, if the edges were rounded a bit  
Thx, Sea^^

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Tue, 06 Jul 2004 18:05:44 GMT  
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Yeah, and it would have unnecessary polygons.

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Subject: Renegade Alert SAM Site  
Posted by [PermaGrin](#) on Tue, 06 Jul 2004 18:21:34 GMT  
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to the renalert team...i have dropped the constant bickering between mod teams. we are all in the same community and should help one another.

what is the current poly count?

by just "chamfer"ing the 4 edges of the current main box of the sam site would make it appear slight more round without adding a large number of polys (im guessing it would add around 12 polys). not much for the gain.

i know the sam sites in RA didnt pop up and down, but will they in the mod? i think it would add more flavor and depth.

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Subject: Renegade Alert SAM Site  
Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 18:27:42 GMT  
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How high is the edge ? Cuz if it is like ground surface I would leave it. If not I would give it more polys, but make it look better.

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Subject: Renegade Alert SAM Site  
Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 20:34:57 GMT  
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I believe right now it's flush with the ground - It would probably look fine with or without a raised, beveled edge.

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Subject: Renegade Alert SAM Site  
Posted by [Doitle](#) on Tue, 06 Jul 2004 20:50:44 GMT  
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If there was only one comment I could make. It would be maybe try adding a bit of... Weathering shared between the plate it sits on and each of its feet. They way they are right now I'm just not convinced it's been there very long. If the rest of it is scratched and dented up, this part looks like its brand new floating above the ground there. Maybe if you added some dirt that looks like it accumulated up against the feet and on the ground it might look just a tad better.

Maybe something like that. Just a little bit more messyness down there as I'd imagine dirt and grime would accumulate against the edges of the feet and the ground there.

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