
Subject: Ranger Art
Posted by [Aircraftkiller](#) on Wed, 11 Aug 2004 22:54:51 GMT
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<http://www.deviantart.com/deviation/9674678/>

Subject: Ranger Art
Posted by [Vitaminous](#) on Wed, 11 Aug 2004 22:59:22 GMT
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You don't need a new topic everytime you upload your pretty little Renegade Alert art to DeviantART.

Subject: Ranger Art
Posted by [Xtrm2Matt](#) on Wed, 11 Aug 2004 23:00:32 GMT
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Nothing against the rules

Good job, Ack.

Subject: Ranger Art
Posted by [Fabian](#) on Wed, 11 Aug 2004 23:00:53 GMT
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<http://www.renegadeforums.com/viewtopic.php?t=10651>

For comments, go there.

Subject: Ranger Art
Posted by [Vitaminous](#) on Wed, 11 Aug 2004 23:03:08 GMT
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Lol, I mean: he could have only one topic dedicated to his art instead of multiple ones, honestly.

Subject: Ranger Art
Posted by [SuperFlyingEngi](#) on Wed, 11 Aug 2004 23:49:59 GMT
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Make a sticky.

Subject: Ranger Art
Posted by [Spice](#) on Wed, 11 Aug 2004 23:55:18 GMT
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It looks nice.

Maybe later you can edit the model and give the tires more faces for in-game purposes. . I personally think they should have more because they have a real blocky look.

Subject: Ranger Art
Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 00:06:48 GMT
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AprimeLol, I mean: he could have only one topic dedicated to his art instead of multiple ones, honestly.

Or you could stop trying to be "cool" by spamming topics that you don't have any interest in. In other words, shut the fuck up.

Subject: Ranger Art
Posted by [Vitaminous](#) on Thu, 12 Aug 2004 00:14:33 GMT
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Since you know so much about me (including how I think), I suppose that you could have already figured-out what I thought about your art.

Oh by the way, I don't have a disease that allows me to see deamons when I go outside like you do.

Subject: Ranger Art
Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 00:18:53 GMT
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I don't care what you think of my art, it doesn't bother me. Either state your opinions or stop spamming the thread because you somehow believe you're part of the "in crowd" and that they'll do whatever you say... You're one misled little kid.

As for the demons part, I told you in IRC that what you're saying isn't an insult. It's hard to be insulted by idiots when their very existence is an insult to themselves.

Do you need me to get Crimson in here to make you shut up, or are you after something else assclown?

Subject: Ranger Art

Posted by [Vitaminous](#) on Thu, 12 Aug 2004 00:26:08 GMT

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1. My opinion: it looks good.
 2. That's wrong and you know it.
 3. Sorry, but that was 2 years ago, my only "leader" here is Crimson.
 4. It wasn't meant to be an insult either, I was just pointing out the truth.
 5. I hardly doubt that she's going to take your side.
 6. Oh, I'm an assclown, I was expecting a mature "word-fight" between you and I, but I guess I was wrong.
-

Subject: Ranger Art

Posted by [PermaGrin](#) on Thu, 12 Aug 2004 01:28:55 GMT

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Three things....

- 1) The horizon is flat(except the far right). now i dont mind that its flat, but that hieght jump that it takes from the left of the jeep to the right of the jeep draws unwanted attention.
 - 2) The lighting on the model does not match the lighting of the rest of the scene at all.
 - 3) Where are the lens flares coming from?
-

Subject: Ranger Art

Posted by [Fabian](#) on Thu, 12 Aug 2004 12:11:02 GMT

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eh...take the time to get a render of the ranger to use in the picture.

AT LEAST get an antialiased version. Lens flare makes no sense. The horizon is aliased also.

Subject: Ranger Art

Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 18:11:40 GMT

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It is anti-aliased. 8X. All of it was rendered. The lens flares are just there for the minor effect they give. Why else would I put them there? Possibly because looking into headlights gives you a small flare effect with a camera?

Subject: Ranger Art

Posted by [z310](#) on Thu, 12 Aug 2004 18:53:55 GMT

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Aprime6. Oh, I'm an assclown, I was expecting a mature "word-fight" between you and I, but I guess I was wrong.

I think you killed any possible chance for "Mature" word fights when you made up this comment:

AprimeOh by the way, I don't have a disease that allows me to see deamons when I go outside like you do

Subject: Ranger Art

Posted by [AlostSOul](#) on Thu, 12 Aug 2004 19:12:29 GMT

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Nice job ack.

He has to be ADHD or ADD. There wasn't much room for him to have a "mature" argument in the first place.

Subject: Ranger Art

Posted by [Dante](#) on Thu, 12 Aug 2004 19:13:28 GMT

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Quote:

I don't care what you think of my art, it doesn't bother me. Either state your opinions or stop spamming the thread

heh... then why bother posting it...

i don't care what you think, but please give me your opinion?

Subject: Ranger Art

Posted by [Panther](#) on Thu, 12 Aug 2004 20:15:47 GMT

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He made a purdy new thingy, he wants people to see it. Then he says he doesn't care what we think. I think it's just a little bit of a lie...

Subject: Ranger Art

Posted by [z310](#) on Thu, 12 Aug 2004 20:48:08 GMT

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He dont care what people thinks but posts it, he may not be lying but posted it as common curtisyu to people who actully would like to see it... maybe

Subject: Ranger Art

Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 21:05:50 GMT

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Wow, way to totally misinterpret what I wrote.

I don't care what Assprime thinks of my work. Since I was obviously talking to him. But maybe that's too hard for you to figure out, since you think "since you don't care about what Assprime thinks, you must not care about what anyone else thinks."

He can state his opinions all he wants, I just ignore them because I don't like him. What irritates me is that he changes the subject from the intent I posted it for, or any relevance to the subject at all, into something that makes no sense at all.

Subject: Ranger Art

Posted by [Dante](#) on Thu, 12 Aug 2004 21:30:40 GMT

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ok then: comments

1. the body looks more spraypainted then weathered, why would a paint darken rather then lighten in effected areas?
2. the allied logo is the cleanest part of the entire vehicle, you would think being on that extremely battered part of the body that it would have some damage to it? or is it newly applied?
3. the gun looks like a bunch of poorly crafted metal plates. could detail that considering it is a gun, and is most likely not some metal plates riveted together.
4. wheel hubs lack definition, the body has a body kit on it? cause you would think that under the wheel hubs it would either a: on a low poly vehicle such as this be shocks and struts, or b: be blackened by mud and brake soot.
5. put some dings & dents on the edge of the door frame, no vehicle in the field survives with that much damage to the paint and keeping a nice clean door edge.
6. gas can needs more shadowing so not to look like a piece of block, and tan? IMO poor color designation, black or dark brown would have been a much more suitable gas can for a military vehicle.

7. headlights are too clean and "flat looking", you could add some shadowing from the frame to the glass to make it look like the actual frame is over the glass, rather than merging with it. also, look at the front glass of most vehicles, it has a ribbed texture to it that is etched into the inside of the "plastic" glass lenses.

8. same with parking lights/turn signals.

9. Rollbar lacks looking like a rollbar, it looks like poorly painted bent metal, could Jeep have actually went this cheap on there rollbars? doubtful, perhaps putting weld marks where the supports meet the main bar, as well as eliminating that U shaped even wear on the bar.

10. hood lacks usability. nothing holding it down, and nothing showing that it opens, add some sort of latches to the back or something.

11. body is solid, break it up into sections properly, there are front fenders, back fenders, doors, bottom trim, etc... you lack the detail on this, and it looks like a solid body with doors cut out.

12. entire vehicle lacks screws, rivets, stitching, etc... glue doesn't hold a jeep together, so to accurately depict one, you should add some of these.

13. side mirrors don't blend well into the side mirror supports, looks like 2 pieces of metal floating with a metal mirror next to it.

14. odd view, but i can't seem to see any windshield wipers. with some creative alpha layers, you could easily add that detail to the windshield.

15. tailgate lacks latch, but then again, i can't see it properly, so it might not need to be there due to the gas can.

those are just some first look things, don't flame me for giving you what you asked.

Subject: Ranger Art

Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 21:44:58 GMT

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1. That's dirt and mud caking on the sides.

2. Something I accidentally forgot to fix. I'll change it in a future update.

3. The gun is very hard to see, and detailing it is pointless.

4. It is dark down there. Full of mud and other crap.

5. Will look at that later.

6. Cuts scene images showed it as being tan. It's a different universe so there is the possibility that a gasoline can may end up being tan colored.

7. Will look into headlight detail.

8. ^

9. It's not wear, it's crud shine. I'll look into adding weld marks.

10. Latches would be better off being added as part of the geometry.

11. Possibly.

12. I've never seen a Jeep screwed together, or stitched... Rivets possibly, but I have never seen any car with that kind of stuff on its exterior. I used real life images of a Jeep Wrangler to help work on it and it's all true to the vehicle. Try jeep.com - you'll see.

13. Looking into that.

14. It never had windshield wipers in the renders posted of it from WS.

15. There is no tailgate on it.

Subject: Ranger Art

Posted by [Dante](#) on Thu, 12 Aug 2004 21:48:46 GMT

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12 was mostly for the interior pieces, as well as some of the other "bolt on" equipment.

Subject: Ranger Art

Posted by [Spice](#) on Thu, 12 Aug 2004 22:51:42 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1219144660>

That looks like the UVWmap is messed up under there and why does the grill in the front looks bent. Might just be the angle of the picture because I can clearly see on the Texture map its straight.

Subject: Ranger Art

Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 22:54:44 GMT

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...It's bent because it's bent on all Jeep Wrangler models.