Subject: CnC Reborn : MMKII Texture Update
Posted by Nightcrawler on Sat, 02 Oct 2004 20:35:49 GMT
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Model: Me
Unwrapp: Me
Texture: Renardin
Bump: Me

The Model Is Not Final, I will Edit The Rocket Packs And The Legs. Madtone Will Upgrade Texture Later.


And Here Without Bump


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Subject: CnC Reborn : MMKII Texture Update
Posted by Dan on Sat, 02 Oct 2004 20:38:07 GMT
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Looks wet! Is it raining? =)

And I think most people can see Aircraftkiller's reply!

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Subject: CnC Reborn : MMKII Texture Update
Posted by Hav0c on Sat, 02 Oct 2004 20:43:47 GMT
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I have to say that the specular looks over used :/ and the Rail Guns looks knda concrete.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Nightcrawler on Sat, 02 Oct 2004 20:46:58 GMT
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These Are Just Renders, They Won't Look Like That In-Game.

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Subject: CnC Reborn : MMKII Texture Update
Posted by Creed3020 on Sat, 02 Oct 2004 20:47:49 GMT
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Very impressive. This definatly is a step in the right direction.

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Subject: CnC Reborn : MMKII Texture Update
Posted by Aurora on Sat, 02 Oct 2004 20:50:53 GMT
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woof, woof.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Vitaminous on Sat, 02 Oct 2004 20:50:59 GMT
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NightcrawlerThese Are Just Renders, They Won't Look Like That In-Game.

By capitalizing every first letter of the words in your sentence, you sound like Pak.

Whatever comes from Reborn (insert proper word here).

---

Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 20:57:13 GMT
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They have to show their renders to make everyone think it looks that good.
It's not a good idea to over use high quality renders, because then people have no idea what it
really looks like and if it's good or bad.
There's no point in rendering bump mapping on it just to show it off.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Nightcrawler on Sat, 02 Oct 2004 20:59:01 GMT
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You can see it normal at http://www.cncreborn.com

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Subject: CnC Reborn : MMKII Texture Update
Posted by Incognito on Sat, 02 Oct 2004 20:59:47 GMT
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Looks excellent on the render, but i can't agree for ingame, until we see a more realistic idea of
how it'll look.

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by xptek on Sat, 02 Oct 2004 21:00:57 GMT
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Getting better guys.

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## Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 21:08:56 GMT
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I posted it to save you guys the trouble.

You see, I don't like it, Renardin needs to use variety in his textures other than that SAME mixed orange color and SAME scratching technique.  I just don't like Renardin's style of texturing, it's ugly, in my opinion.

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by Renx on Sat, 02 Oct 2004 21:10:44 GMT
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I don't see the point of making the render look so much better than the model really is....Are you trying to set up a disapointment for when people play the next release?

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by Incognito on Sat, 02 Oct 2004 21:23:46 GMT
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RenxI don't see the point of making the render look so much better than the model really is....Are you trying to set up a disapointment for when people play the next release?

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 21:27:57 GMT
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IncognitoRenxI don't see the point of making the render look so much better than the model really is....Are you trying to set up a disapointment for when people play the next release?

---

## Subject: CnC Reborn : MMKII Texture Update

Posted by Aurora on Sat, 02 Oct 2004 21:33:36 GMT
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Edit by YSL: Stop spamming

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Subject: CnC Reborn : MMKII Texture Update
Posted by YSLMuffins on Sat, 02 Oct 2004 21:54:23 GMT
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Stop quoting and think of something original, or quote the first one, FFS.

I'm not sure what to say since the two renders look so remarkably different from each other.  The first versions look great, except in a cartoony, too-brightly-colored type of way.  The second render icedog posted looks very bland, and I can spot a few quirky spots in the texure that look like UV unwrap errors...

In the second render, the texture just looks tiled...when you texture something like this, each segment of the texture has to custom fit a certain part of the model and each segment should look done from scratch--that's what a good texture is.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 22:31:57 GMT
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The render I posted is in w3d form, it's not even a render at all, it's what it's looking like in-game.  I fished it out of the Reborn forums.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Everyone on Sat, 02 Oct 2004 22:39:34 GMT
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Will this have bumpmapping in-game?

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Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 22:46:53 GMT
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EveryoneWill this have bumpmapping in-game?

Renegade doesn't support bump mapping, what do you think?

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Try_lee on Sat, 02 Oct 2004 23:01:18 GMT
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That's exactly why I was wondering why the hell there was bump mapping on the first screenshot... unless this isn't for Renegade?

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Sanada78 on Sat, 02 Oct 2004 23:13:02 GMT
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Renegade does support bump-mapping. Take a look at thw water on the level Under behind the Nod base.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 23:13:55 GMT
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Sanada78Renegade does support bump-mapping. Take a look at thw water on the level Under behind the Nod base.

That's a different form of bump mapping.  Renegade basically does not support bump mapping, but technically it does.  What you see on that render is not supported by Renegade.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Sanada78 on Sat, 02 Oct 2004 23:42:27 GMT
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This is what bump-mapping on a vehicle looks like in Renegade anyway.

I don't know how to use it properly, but I used the same settings as the water effect. You properly need to make a suitable reflection map/texture in order to make it look better.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 23:51:11 GMT
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It's not bump mapping.  If you play games today and look at their bump mapping at an angle, they

---

look like real bumps on the wall that make shadows, not simulated bumps.  That doesn't even look good anyway.

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by Aircraftkiller on Sun, 03 Oct 2004 00:07:20 GMT
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That is "real" bump mapping. It doesn't matter what other games do, W3D uses Dot 3 mapping and that's why it's out of date and not as consistent as other forms are.

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by PermaGrin on Sun, 03 Oct 2004 00:09:39 GMT
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icedog90It's not bump mapping.  If you play games today and look at their bump mapping at an angle, they look like real bumps on the wall that make shadows, not simulated bumps.  That doesn't even look good anyway.
Looking at a bump at an angle, you will not see actual bumps. Bump mapping simulates the view of bumps without actually adding/changing geometry. Normal/Displacement maps actually add/change the geometry.

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by YSLMuffins on Sun, 03 Oct 2004 01:16:34 GMT
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Okay, let's try to get back on topic please.  I've kept everything in this thread that hasn't taken a negative turn.

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by Ferhago on Sun, 03 Oct 2004 06:03:07 GMT
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The texturing looks like courdoroy in the first pic. I think thats the bump mapping.

And in the second pic it just doesn't look like metal at all. Maybe it's the unnecesary application of specular all over it or maybe its it's the distance or maybe both. But I don't think the Mammoth Mk. II should look like it has been buffed over 300 times with turtle wax

---

## Subject: CnC Reborn : MMKII Texture Update
Posted by PiMuRho on Sun, 03 Oct 2004 06:35:07 GMT

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AircraftkillerThat is "real" bump mapping. It doesn't matter what other games do, W3D uses Dot 3 mapping and that's why it's out of date and not as consistent as other forms are.

Most games that use bump mapping use Dot-3

PermagrinLooking at a bump at an angle, you will not see actual bumps. Bump mapping simulates the view of bumps without actually adding/changing geometry. Normal/Displacement maps actually add/change the geometry.

Displacement maps alter geometry, normal maps don't. You'd be hard-pressed to find a game that allows realtime displacement maps, too.

## Subject: CnC Reborn : MMKII Texture Update
Posted by liberator on Sun, 03 Oct 2004 06:36:23 GMT

My advice?

Toss the "doors" to the SAM launchers.
It's not wide enough, it looks like a ****ing AT-ST.
Don't post screenshots that make people exclaim "That's no moon..."

Also, a couple of generalized bits:

Don't tile textures, period. Even if it ends up being one map it's going to look like crap.

Don't use promotional, high resolution renders as an example of what a model looks like.  Instead, post an untextured version so people can get the feel of the model, then a textured version from the same veiwpoint and finally a few in-game shots from different angles.

## Subject: CnC Reborn : MMKII Texture Update
Posted by Demolition man on Sun, 03 Oct 2004 10:48:48 GMT

My advice?

Go make it on the source engine.

## Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sun, 03 Oct 2004 21:09:36 GMT

PermaGrinicedog90It's not bump mapping.  If you play games today and look at their bump mapping at an angle, they look like real bumps on the wall that make shadows, not simulated bumps.  That doesn't even look good anyway.
Looking at a bump at an angle, you will not see actual bumps. Bump mapping simulates the view of bumps without actually adding/changing geometry. Normal/Displacement maps actually add/change the geometry.

That's what I meant, I didn't mean it actually makes geometrical bumps, it makes it look like it's geometrical.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Deactivated on Sun, 03 Oct 2004 21:45:01 GMT
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Demolition manMy advice?

Go make it on the source engine.

I second that. It will look much better.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Everyone on Sun, 03 Oct 2004 22:41:34 GMT
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This is going off-topic, all i asked was "Will this be bumpmapped in-game?" and yet no one has given me a straight answer.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sun, 03 Oct 2004 22:48:21 GMT
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EveryoneThis is going off-topic, all i asked was "Will this be bumpmapped in-game?" and yet no one has given me a straight answer.

There's something called common sense that you should learn to use.

They cannot render a high quality bump map on it in-game, obviously.  What you see in the render is almost nothing like what you'll see in-game.  The only way they can make it look like that is if they did what Sanada showed, but it'll look like poop if they did that.

---

Subject: CnC Reborn : MMKII Texture Update
Posted by Doitle on Sun, 03 Oct 2004 23:01:30 GMT

Why did they mess with it? I really really liked the old MKII...