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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:14:41 GMT  
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This should be the last version of the Allied Turret. The insets are from Westwood Studios and are what I used to create the Turret. The only artistic liberty taken was the texture map and the ladder on the side.

All of it was created by myself.

Quick 3DS Max render: <http://www.deviantart.com/deviation/11623062/>

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Subject: Renegade Alert Allied Turret  
Posted by [Slash0x](#) on Fri, 22 Oct 2004 02:17:33 GMT  
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Does it really have to be that big?

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Subject: Renegade Alert Allied Turret  
Posted by [Spice](#) on Fri, 22 Oct 2004 02:17:39 GMT  
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Whoa that looks exceptional. The metal on the top is your best I've seen. Excellent Job.

How long did it take you to make the texture? (Just out of curiosity of learning to texture in the future)

EDIT: Did you unwrap this?

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Subject: Renegade Alert Allied Turret  
Posted by [Nodbugger](#) on Fri, 22 Oct 2004 02:20:24 GMT  
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looks like plastic.

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Subject: Renegade Alert Allied Turret

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Posted by [Slash0x](#) on Fri, 22 Oct 2004 02:21:29 GMT

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Nodbuggerlooks like plastic.

^-^ .....

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Subject: Renegade Alert Allied Turret

Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:24:47 GMT

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Texture map probably took about four hours to do, on and off. 10 hours for the entire project.

Yes, it has to be that large. Stationary base defenses like turrets are generally a tank turret mounted on some kind of base where it can freely rotate and allow a crew to operate it.

The Turret has to be large enough to allow a crew to operate inside of it. If it's too small it ends up being too hard to target in-game, causing it to deal out too much damage for the damage it receives.

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Subject: Renegade Alert Allied Turret

Posted by [PermaGrin](#) on Fri, 22 Oct 2004 02:27:21 GMT

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Top looks good. Black area where the barrel enters the turret (yes I am being anal because people are always anal to my shit), looks like you got some stretching going on there. Maybe you should fix that area of the UVmap. For all the time it looks like you spent on the top, looks as if you didn't spend more than 3 minutes on the bottom.

Ah, I could be anal some more, but I don't wish to.

I like all but the bottom section.

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Subject: Renegade Alert Allied Turret

Posted by [Slash0x](#) on Fri, 22 Oct 2004 02:31:37 GMT

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Needs more battle scars on the bottom. (Maybe there could be a script that changes the skin of objects after so long, that way, they could spawn brand new, and after a minute, they change skins with a bunch of holes or something.)

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Subject: Renegade Alert Allied Turret

Posted by [icedog90](#) on Fri, 22 Oct 2004 02:34:48 GMT

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From what I can see, the concrete looks kind of distorted if you look hard enough... I don't know if it's just really hard to unwrap that part of the model or if it's just because it's an awkward placement of polygons.

The rest looks nice.

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Subject: Renegade Alert Allied Turret

Posted by [SuperFlyingEngi](#) on Fri, 22 Oct 2004 02:37:16 GMT

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Not your best work. The rubber-ish covering that connects the barrel to the body of the blue turret, looks horrible. It doesn't look anything like what it's supposed to be, but is more of a smooch of colors.

The blue metal looks a little off, like something you would print out of a computer printer, it just doesn't look like metal all that much.

I would suggest you go back and re-evaluate the texture map. However, i do like the model, and think it's about the right scale.

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Subject: Renegade Alert Allied Turret

Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:43:09 GMT

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PermaGrinTop looks good. Black area where the barrel enters the turret (yes I am being anal because people are always anal to my shit), looks like you got some stretching going on there. Maybe you should fix that area of the UVmap. For all the time it looks like you spent on the top, looks as if you didnt spend more than 3 minutes on the bottom.

Ah, I could be anal some more, but I dont wish to.

I like all but the bottom section.

It's planar mapped just as the barrel is to save space on the UV map for more visible, important, items like the turret's top, sides, barrel, and hatch. That's why it stretches on the sides, I designed it that way.

The bottom doesn't need anything else, it's a simple slab of concrete formed into a base for the turret to rotate on. It holds true to the images provided and does not require a separate unwrap for unnecessary details.

Quote:The rubber-ish covering that connects the barrel to the body of the blue turret, looks horrible. It doesn't look anything like what it's supposed to be, but is more of a smooch of colors.

It looks exactly the way I want it to be, because it's not rubber, it's flaked off paint and dirty metal that was painted dark gray.

I don't see how it looks "off" considering it looks like blue paint to me, and that's why I designed it that way.

I would add more "battle scars" but I'd prefer not to push the polygon count above 300 for a few reasons:

1. The images provided only show two impact chunks taken out of the slab.
2. Adding more would send the polygon count up to about 500-700 and that's the last thing I need to do with the model.

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Subject: Renegade Alert Allied Turret  
Posted by [SuperFlyingEngi](#) on Fri, 22 Oct 2004 03:04:02 GMT  
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ACK! It looks exactly the way I want it to be, because it's not rubber, it's flaked off paint and dirty metal that was painted dark gray.

I don't see how it looks "off" considering it looks like blue paint to me, and that's why I designed it that way.

Are you sure that darkish patch is supposed to be metal? In most all representations of turreted cannons I've seen, it's usually a ribbed rubber cowling there, to facilitate rotation up and down.

On the topic of the blue paint, it just looks too cel-shaded, again. If you look closely at the paint, you can see other stuff, but it's just not prominent enough. And the black lines going around the blue look intensely painted on and not part of the rest of the metal. You've gotta emphasize the details here, or it just will never look right without a good bump map.

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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 03:37:03 GMT  
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The problem here is that if I make those details prominent, someone will say it looks like concrete. If I don't, "cel shaded." It's standard military paint, it suppresses details like that. I may make them stand out more if I edit the texture map for the turret again.

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Subject: Renegade Alert Allied Turret  
Posted by [NeoX](#) on Fri, 22 Oct 2004 04:01:54 GMT  
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The texture looks pretty good over all but you need to work on your UV unwrapping skills as it is not hard at all to make it so things don't stretch it just takes a little more time.

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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 04:11:50 GMT  
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I think you need to work on your mapping abilities. I know how to UV map, that's why I made it look the way it does. I map objects based on their size and ability to be seen.

If it's a small object, it needs a small section of UV. If it's a large object, like the top of the turret, it needs the largest section of UV I can allocate to it. Small objects hide the blurriness associated with small textures, which is what mapping to a small UV creates. I try to keep small objects at 32x pixels, medium sized at 128, and large objects at 256 or higher. It all fits together correctly.

Here, the dirt and assorted crap caked on it are now more visible. The only other thing I'll probably end up doing is making the paint chip off slightly.

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Subject: Renegade Alert Allied Turret  
Posted by [exnyte](#) on Fri, 22 Oct 2004 04:16:46 GMT  
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icedog90... if you look hard enough...

SuperFlyingEngilf you look closely at the paint

Honestly, how closely do you plan on concentrating on this structure in game? I'd personally be too busy actually playing the game to be so anal about such things that you wouldn't even notice if it wasn't pictured by itself... Seriously.

Quote:Oh damn, sorry guys! I couldn't help defend the barracks because I was too busy looking at the paint on top of the turret here.

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Subject: Renegade Alert Allied Turret  
Posted by [Dante](#) on Fri, 22 Oct 2004 04:23:21 GMT  
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would look 20 billion times better if there was weathering on the concrete, its been in place long enough to get shot at, im sure some concrete discolorizations would occur near the bottom by now.

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Subject: Renegade Alert Allied Turret  
Posted by [xptek](#) on Fri, 22 Oct 2004 04:46:18 GMT  
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The top almost looks like vector shading.

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Subject: Renegade Alert Allied Turret

Posted by [PermaGrin](#) on Fri, 22 Oct 2004 05:19:47 GMT

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AircraftkillerIt's planar mapped just as the barrel is to save space on the UV map for more visible, important, items like the turret's top, sides, barrel, and hatch. That's why it stretches on the sides, I designed it that way.

After all the crap I get.....well....whatever. Im sure those extra little pieces of the plastic would not have taken that much room from the highly detailed concrete area.

majikentHonestly, how closely do you plan on concentrating on this structure in game? I'd personally be too busy actually playing the game to be so anal about such things that you wouldn't even notice if it wasn't pictured by itself... Seriously.

Hey, if you can look close enough to see the texture on bombs that are only shown when an ocrabomber opens its protective panels are too "muddy" or if you are close enough to see the trigger on a star wars gun doesn't have enough segments. I am quite sure I will notice such things.

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Subject: Renegade Alert Allied Turret

Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 05:24:27 GMT

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You're not getting crap, Retardin is. Care to elaborate on what you meant in that last post? I can't understand WTF you're trying to say.

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Subject: Renegade Alert Allied Turret

Posted by [PermaGrin](#) on Fri, 22 Oct 2004 05:26:37 GMT

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Several times minor errors in the unwrap have been pointed out on my model. I unwrap my models. So when I try to save space by making similar sections use the same area of the texture map, I get told I should redo it. When I mention it on yours, it is, "how it supposed to be", because you made it that way. Well, mine is how it is supposed to be because I made it that way. Now I am sure that "if" you were to remap that one little area, you can spare some of your concrete area. Hell, just remap sides and place the UVs over the UVs of the top and bottom pieces. Areas may not match perfectly, but at least it won't be stretched.

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Subject: Renegade Alert Allied Turret

Posted by [Slash0x](#) on Fri, 22 Oct 2004 05:35:17 GMT

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Please...I've seen the word "plastic" TOO much, could we please change the word of the week/month please? :huh:

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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 05:39:20 GMT  
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The concrete is a separate map that's simply UV tiled on the structure, nothing more.

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Subject: Renegade Alert Allied Turret  
Posted by [PermaGrin](#) on Fri, 22 Oct 2004 05:42:18 GMT  
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PermaGrinHell, just remap sides and place the UVs over the UVs of the top and bottom pieces. Areas may not match perfectly, but atleast it wont be stretched.

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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 05:53:13 GMT  
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I'm not going to do it for something that you can barely see in-game. That part of the Turret is almost hidden from view at any angle and to really notice it you would have to be standing next to it. Doing that would probably get you killed.

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Subject: Renegade Alert Allied Turret  
Posted by [Renardin6](#) on Fri, 22 Oct 2004 09:07:36 GMT  
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Aircraftkiller! I'm not going to do it for something that you can barely see in-game. That part of the Turret is almost hidden from view at any angle and to really notice it you would have to be standing next to it. Doing that would probably get you killed.

Like the bombs of the orca bomber... :rolleyes:

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Subject: Renegade Alert Allied Turret  
Posted by [sibilla6](#) on Fri, 22 Oct 2004 11:56:03 GMT  
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You pilot an Orca Bomber and you don't men a turret. When you are using it, I'm sure you will be able to it.

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:rolleyes:

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Subject: Renegade Alert Allied Turret  
Posted by [Hav0c](#) on Fri, 22 Oct 2004 11:58:22 GMT  
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Riggghhtt....

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Subject: Renegade Alert Allied Turret  
Posted by [SuperFlyingEngi](#) on Fri, 22 Oct 2004 12:40:37 GMT  
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AircraftkillerHere, the dirt and assorted crap caked on it are now more visible. The only other thing I'll probably end up doing is making the paint chip off slightly.

MUCH better. i really like this now. I doubt the dark smooch thing will make any sort of impact in-game, so i would leave this like it is now. Great work!

majikentHonestly, how closely do you plan on concentrating on this structure in game? I'd personally be too busy actually playing the game to be so anal about such things that you wouldn't even notice if it wasn't pictured by itself... Seriously.

Did you not read my post? I said the original turret only looked [i]good[/i] if you took a close look.

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Subject: Renegade Alert Allied Turret  
Posted by [Oblivion165](#) on Fri, 22 Oct 2004 16:14:39 GMT  
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it looks to fake to me

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Subject: Renegade Alert Allied Turret  
Posted by [TankClash](#) on Fri, 22 Oct 2004 18:58:26 GMT  
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^ Not constructive criticism

Make posts so people know what YOU think is wrong with it....

Not just, "OMG it sux and I want it to shoot mcdonalds fries"

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Subject: Renegade Alert Allied Turret  
Posted by [Spice](#) on Fri, 22 Oct 2004 19:12:20 GMT  
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TankClashNo sir, I don't like it.

That isn't either. Don't be a hypocrite.

---

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Subject: Renegade Alert Allied Turret  
Posted by [tooncy](#) on Fri, 22 Oct 2004 19:43:00 GMT  
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The base looks fine, but the top part looks like something that came out of my younger cousin's toybox. The black part that connects the tube to the turret looks like a trash bag.

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Subject: Renegade Alert Allied Turret  
Posted by [Sezterworld](#) on Fri, 22 Oct 2004 19:52:13 GMT  
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That trash bag you are refering to protects the inner turret from rain and such while allowing it to still move up,down and recoil. The detail is fine, nothng wrong with it.

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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 19:53:04 GMT  
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Trash bags generally don't look like dirty painted metal.

TankClash isn't being a hypocrite, he simply said "I don't like it" which is different from saying "it looks like (insert some stupid object you posers keep trying to insult me with) so i h8 it omg!!"

The Orca Bomber bombs are quite visible in-game seeing as how you have to point up at the unit to fire at it, which means the exposed bomb bay will be a dead giveaway to where the Bomber is.

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Subject: Renegade Alert Allied Turret  
Posted by [TankClash](#) on Fri, 22 Oct 2004 20:48:10 GMT  
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EXdeath7TankClashNo sir, I don't like it.

That isn't either. Don't be a hypocrite.

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And if I had said "reborn sucks" and you'd ask for a reason...

I would be sitting there for hours explaining the obvious... and you don't need a brain to do that....

Explaining why it would look "fake" would take some thought

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