
Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 04:46:29 GMT
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<http://dynamic6.gamespy.com/~renalert/forum/index.php?act=ST&f=18&t=5503>

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Spice](#) on Thu, 16 Dec 2004 05:24:20 GMT
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That seriously looks like ass.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [emperorz0](#) on Thu, 16 Dec 2004 06:46:15 GMT
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Quote:That seriously looks like ass.
Then do it yourself better then. In my opinion it is great.
Also: If you dont have nothing usefull to say then please shut your mouth.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 07:00:50 GMT
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No, it doesn't.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Jecht](#) on Thu, 16 Dec 2004 07:24:18 GMT
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i like it. Only thing that may need fixing is the metal, is it worn down metal, or should it have some shine?

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 07:25:27 GMT
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You can't see it shining in that image??

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [icedog90](#) on Thu, 16 Dec 2004 08:29:26 GMT
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AircraftkillerYou can't see it shining in that image??

Now it does, because you changed the image.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [sniper12345](#) on Thu, 16 Dec 2004 09:13:44 GMT
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looks incredibly cartoonish.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 09:31:28 GMT
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Sorry, but no, it doesn't.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Demolition man](#) on Thu, 16 Dec 2004 09:45:57 GMT
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Will you be able to climb on it?

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [flyingfox](#) on Thu, 16 Dec 2004 10:19:58 GMT
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S'alright. In the little image though, the pipe goes down and through the base concrete ellipse. In yours it seems to stop at the concrete (unless you have another side image of it).

The ladder looks like it should be closer to the metal squares on the side.

Also the shades of green camo in the smaller pic are darker when nearer the ladder and metal square side, but brighter nearer the middle. Not to mention those yellowish strips seem to go around the base in an upwards continuous pattern (small pic).

Theoretically, might the silo be built in an area with some trees all around it, you know, to help the camouflage effect?

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Doitle](#) on Thu, 16 Dec 2004 13:40:40 GMT
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The model itself looks pretty nice. I think it'd look nicer though a bit darker. I dunno it looks light to me, such that the camo wouldn't work as effectively. See how dark the original is? I dunno I think it'd look a bit better darker.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 15:47:55 GMT
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I don't think the model should be pictured in that environment, it just somehow looks out of place. Maybe picturing it in a darker environment might give it a better look?

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Naamloos](#) on Thu, 16 Dec 2004 17:49:15 GMT
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Model looks good, it's only an ore silo so it doesn't need to much detail.

The texture does need a lot of work IMO.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Jecht](#) on Thu, 16 Dec 2004 18:49:48 GMT
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did you change the image? cuz this one has shine and looks much better i think. and the ladder looks good too.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Hav0c](#) on Thu, 16 Dec 2004 19:21:50 GMT
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Model Good, texture bad, looks boring.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Renx](#) on Thu, 16 Dec 2004 19:23:03 GMT
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The green should be darker, and the yellow-ish areas shouldn't be a concentrated.

The model is spot-on though.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [bigejoe14](#) on Thu, 16 Dec 2004 20:07:16 GMT
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Hav0cModel Good, texture bad, looks boring.
Ore silos normally aren't very exciting.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 20:08:01 GMT
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Well duh, ever consider it's meant to look boring? Try getting a grasp on reality. Not everything going to have little flames painted on the side, with racing stripes and vents and all sorts of other crap. The closest you'll get to an Ore Silo is a sanitation area for cleaning waste water. Look at the sides of those and you'll notice that they're remarkably boring.

Just like it's supposed to be.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [rm5248](#) on Thu, 16 Dec 2004 20:18:44 GMT
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AircraftkillerSorry, but no, it doesn't.

Can you not take criticism of your work?

I think that the green is a bit too light.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Creed3020](#) on Thu, 16 Dec 2004 20:33:44 GMT
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EXdeath7That seriously looks like ass.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 20:36:48 GMT
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Quote:Saved warn logs: Aircraftkiller
Warned by Notes
Creed3020 Warned on Dec 12 2004, 12:10 PM
Added to warn level Attitude Problems

Seems like you can't take your own advice, asshole.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Sir Phoenixx](#) on Thu, 16 Dec 2004 22:18:55 GMT
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rm5248AircraftkillerSorry, but no, it doesn't.

Can you not take criticism of your work?

I think that the green is a bit too light.

He would have had to give actual criticism before he can or can't take it. :rolleyes:

And no, simply saying it looks like ass isn't criticism.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Jecht](#) on Thu, 16 Dec 2004 22:47:07 GMT
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i would be pissed too if someone called my work ass and then didnt tell me wut i could do to make it better.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Toolstyle](#) on Fri, 17 Dec 2004 00:35:31 GMT
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That actual reply was to somebody saying it was cartoony not looking "ass". It does look a bit cartoony, maybe darkening it a tad would improve it.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [kurt421](#) on Fri, 17 Dec 2004 00:41:42 GMT
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Saying it looks like ass is not criticism, it is been an ass

As for the silo, it looks okay. there is soething thats letting it down.

i cant put mu finger right on it.

i think maybe it looks too well maintained for what ultimatly is a storage container. maybe yoy should try to rust it.

other then that it looks nice

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [icedog90](#) on Fri, 17 Dec 2004 00:59:11 GMT
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He's saying that because some of the people are saying that on purpose to attempt to piss him off.

sniper12345looks incredibly cartoonish.

Creed3020That seriously looks like ass.

Notice: both of them are from two people that incredibly dislike Aircraftkiller.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Sir Phoenixx](#) on Fri, 17 Dec 2004 01:17:20 GMT
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Quote:That actual reply was to somebody saying it was cartoony not looking "ass". It does look a bit cartoony, maybe darkening it a tad would improve it.

Oh, I just looked for the first time he said "No, it doesn't", which was in reply to the 'it looks like ass'.

Samething goes for the "it's cartoonish" crap.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Jecht](#) on Fri, 17 Dec 2004 02:40:10 GMT
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wut i meant was wut icedog said, but at least some people like kurt can give some useable feedback to him.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [oxi](#) on Fri, 17 Dec 2004 14:02:52 GMT

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The model itself looks cool but it lacks something. Maybe some rust or ore spilling over the sides or something along those lines..

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Pendullum](#) on Fri, 17 Dec 2004 16:24:45 GMT
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Making it darker would improve it, and yes it does look boring

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Oblivion165](#) on Fri, 17 Dec 2004 17:03:10 GMT
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Eh it looks like a Silo to me. Makes me think if this is the level of quality they are producing then even i can help them out

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 19:58:06 GMT
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God forbid we actually make it look like a silo, exactly like it was meant to look, without trying to distort the C&C storyline by adding lots of things to it that were never part of it.

Like Reborn does.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [icedog90](#) on Fri, 17 Dec 2004 21:04:53 GMT
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oxiThe model itself looks cool but it lacks something. Maybe some rust or ore spilling over the sides or something along those lines..

I like that ore spill idea. Maybe have a few ore stains or splatters of ore on the bottom.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 21:24:14 GMT
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Why? It's never filled above capacity. That would defeat the entire purpose of having a silo if

you're just going to make processed Ore spill on the ground. The Ore is not dumped into the structure, it's pumped through piping which is connected to that pipe on the side.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [icedog90](#) on Fri, 17 Dec 2004 21:25:34 GMT
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"Silos needed."

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Renx](#) on Fri, 17 Dec 2004 22:51:05 GMT
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In commander mode, not having enough silos could stop people from gaining anymore money. And since Dead6 will eventually have a commander mode, so will APB ;o

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Sir Phoenixx](#) on Sat, 18 Dec 2004 00:33:01 GMT
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They don't hold molten ore (which would be 3,300+ fahrenheit), they hold (chunks of) iron (What they get after processing ore.), so the ore-spilling-over-the-top-leaving-stains-on-the-sides idea is ridiculous since it's not liquid.

(Ore is rock with iron scattered in it, they throw the rock in a furnace, heat the rock, and the iron sinks to the bottom and is collected (being heavier then the rock), after which it cools and solidifies.)

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [icedog90](#) on Sat, 18 Dec 2004 09:26:41 GMT
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And it seemed like you acted like I knew that.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Sir Phoenixx](#) on Sat, 18 Dec 2004 14:20:54 GMT
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What? No I didn't... Which is why I explained it out, which looking at your posts, looks like I needed to.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [rm5248](#) on Sat, 18 Dec 2004 14:54:06 GMT
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Sir PhoenixxThey don't hold molten ore (which would be 3,300+ fahrenheit), they hold (chunks of) iron (What they get after processing ore.), so the ore-spilling-over-the-top-leaving-stains-on-the-sides idea is ridiculous since it's not liquid.

Quote:The Ore is not dumped into the structure, it's pumped through piping which is connected to that pipe on the side.

You see, theoretically the ore would have to be in a liquid state coming through the pipe, because solid iron doesn't flow like water.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Sir Phoenixx](#) on Sat, 18 Dec 2004 15:17:45 GMT
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And it would need to be at least around 3300 degrees fahrenheit the entire time as it passes through the pipes and while it's in the silo, if it cools down below that it becomes solid plugging up the pipes, which would be especially easy since it isn't in a furnace anymore, and since it's in an open-to-the-air container like the silo. If it cools down enough in the silo to solidify, it will become one huge cylinder of iron, making it pretty much worthless until it can be removed, and melted back down to make smaller rods/chunks/whatever to be transported and sold.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [xptek](#) on Sat, 18 Dec 2004 16:27:18 GMT
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Wow, it looks like someone waxed the silo.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Jecht](#) on Sat, 18 Dec 2004 17:43:27 GMT
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um, methinks we are overthinking the way the silo works, who cares about how would work, just comment on how it looks cuz Westwood were the ones who made it up anyway. k, thx.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [glyde51](#) on Sat, 18 Dec 2004 17:50:17 GMT
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Realism... too much of it. Listen to your fans, not your over sized heads. Most of the millions of people playing HL2 probably are just gung-ho shoot 'em dead people that like great pictures, they aren't going to go "Wow, so unrealistic. A ore silo with ore spilling out," while their base is being burned. It looks good. Most of those people are HL fanatics, and some of the people who play your mod would prefer nice looking textures, and haven't even played Renegade or any other CnC game. Hey, here's an idea! Why don't you listen to your fans!

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [oxi](#) on Sun, 19 Dec 2004 04:57:11 GMT
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Sir PhoenixxThey don't hold molten ore (which would be 3,300+ fahrenheit), they hold (chunks of) iron (What they get after processing ore.), so the ore-spilling-over-the-top-leaving-stains-on-the-sides idea is ridiculous since it's not liquid.

(Ore is rock with iron scattered in it, they throw the rock in a furnace, heat the rock, and the iron sinks to the bottom and is collected (being heavier then the rock), after which it cools and solidifies.)

lol been to so long since I did any science

point taken

how about some rust or a crack or something to make it loose the cartoon look.

It just looks to ,how the hell can i explain it, regular. Everything looks the same theres no irregularities.

Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Sir Phoenixx](#) on Sun, 19 Dec 2004 13:41:09 GMT
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Yeah, that and maybe a couple of piles of iron rocks around the base of the silo, like the Refinery.
