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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 06:40:00 GMT  
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Nice model -you would want to keep your textures to a minimum - as the amount of textures causes the engine to slow - (not polys)Depending on which side you give it too - match the current color scheme of that side.IMHO

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 12:09:00 GMT  
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Here is a model of a Harrier jump jet i will be using for the Land, Air and Sea mod.[http://www.geocities.com/scarface\\_modder/harrier\\_screen.jpg](http://www.geocities.com/scarface_modder/harrier_screen.jpg)This is going to be a VTOL jet for Nod (i already have one for GDI). How do you guys recon i should texture this model? I don't know if i should use a normal grey colour fighters have, or should i make it kinda like the apache, with a black skin.What do you guys think would look the best?BTW: This link may not work, try copying it into your url box.(UBB code doesn't seem to like geocities.) [ November 01, 2002, 00:12: Message edited by: scarface ]

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 17:47:00 GMT  
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f8inally someone else agrees! textures slow down renegade not polys! oh happy day!

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 18:12:00 GMT  
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Yes textures do slow the game engine down.But what should the texture look like???Nod black (like apache) or a grey aircraft colour?

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 18:27:00 GMT  
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Very nice.

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Subject: Harrier model. What do you think?

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Posted by [Anonymous](#) on Fri, 01 Nov 2002 18:35:00 GMT

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quote: f8inally someone else agrees! textures slow down renegade not polys! oh happy day! Im afraid to tell you tha it is both. Very high detail textures do take more time to bring up, but Renegade has an auto detail adjust. On computers that cannot handle the texture, it shows it as one crappy texture And for poly count that is a bigger factor. IF you think about it, it makes more sense. The computer has to draw the model out once ingame. Which would be faster to render, a 2000 polygon model or a 20,000 polygon model. I am very surprised that most people have not realized this.....(I put all of this in idiot terms so some people can understand it)By th way Good Job

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Subject: Harrier model. What do you think?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 19:00:00 GMT

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It's a very nice model! IMO I think it should be in a gray model, because that is what the Harrier looks like. Very nice job there, Scarface.

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Subject: Harrier model. What do you think?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 19:19:00 GMT

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quote:Originally posted by Gernader8: quote: f8inally someone else agrees! textures slow down renegade not polys! oh happy day! Im afraid to tell you tha it is both. Very high detail textures do take more time to bring up, but Renegade has an auto detail adjust. On computers that cannot handle the texture, it shows it as one crappy texture And for poly count that is a bigger factor. IF you think about it, it makes more sense. The computer has to draw the model out once ingame. Which would be faster to render, a 2000 polygon model or a 20,000 polygon model. I am very surprised that most people have not realized this.....(I put all of this in idiot terms so some people can understand it)By th way Good Job umm...no...my old p2 350mhz with 256mbram and a radeon 7200 got a normal 15fps. a put 10 1million poly abrams tanks in a map and it stil Iran hte same. when i put the texture files in there it went down to 0 fps.

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Subject: Harrier model. What do you think?

Posted by [Anonymous](#) on Fri, 01 Nov 2002 20:07:00 GMT

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quote: Originaly posted by

Greg:quote:----- Here is the order of importance when building assets for Renegade (things on top are most expensive so optimize in this order)- Minimize the number of non-opaque polygons (alpha, additive, etc)- Use one material per mesh!- Minimize the number of separate meshes- Minimize the number of textures- Minimize the number of verticesIf you're making objects, you should also only use the WWSkin modifier

when absolutely necessary and minimize the number of objects that have "Export Transform" enabled.Maybe you're using a lot of alpha or you need to "clump" your geometry into fewer, bigger meshes.greg Okay everyone shutup about it now.....we dont want to ruin scarface's post . How is that texture coming?

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 20:24:00 GMT  
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ARRGGGG, I can't see it.

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 20:54:00 GMT  
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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 21:20:00 GMT  
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The more poly's you have the more memory has to be taken when the textures are put in. See the textures have to be on all sides and when there is to many poly's it has to take up memory for EACH poly. So the more polys the more the textures have to be loaded.

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 22:12:00 GMT  
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Oh cr@p, i don't want this to turn into an endless debate on polys or textures... Thank you Grenader8 for pointing that out.My model only has 2000 polys and one texture...so i don't really care.All i want to know is - black or grey?????You are the people who will most likely play my mod, so what colour do you guys want?

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 22:29:00 GMT  
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I think if you go back and redo it, you will be surprised on how much better it will look. Practice makes perfekt.

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 22:34:00 GMT  
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grey with gold trim - GDIblack with red trim - NOD

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 22:41:00 GMT  
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quote:I think if you go back and redo it, you will be surprised on how much better it will look. Practice makes perfekt.Redo what??Better??Sorry, but the model i made is about 95% acurate, just without all the little details which would take up polys.

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 22:50:00 GMT  
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well, skin it better, cause it looks like a model plane. But your right, it is pretty acurate.i think its good.

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Sat, 02 Nov 2002 09:35:00 GMT  
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Wow, I worked on the Harrier for four years, and I would have to say this is the best model of it I have seen around Renegade yet. One thing though. Do you have it so that the nozzles rotate? That would be awesome, and very realistic.Oh, and one other thing. Maybe you should add pylons underneath the wings. It seems you have the weapons sitting on the wings, which is not how it goes. Plus, make it grey, just like the real Harrier. It is kind of a light grey, dark grey cammo color. And I would go with VMA-223 Bulldogs for the squadron. Gotta represent. [ November 02, 2002, 09:38: Message edited by: steggyd ]

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Subject: Harrier model. What do you think?  
Posted by [Anonymous](#) on Sat, 02 Nov 2002 12:25:00 GMT  
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Oh, ok. The thing is, it is only a model, it has no skin yet(except for the missiles).

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Subject: Harrier model. What do you think?

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Posted by [Anonymous](#) on Sat, 02 Nov 2002 12:36:00 GMT

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Subject: Harrier model. What do you think?

Posted by [Anonymous](#) on Sat, 02 Nov 2002 16:56:00 GMT

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hmmm, it looks like i might have to make two skins , and i am trying to make the engines tilt ingame, like the orca, but it isn't easy...

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Subject: Harrier model. What do you think?

Posted by [Anonymous](#) on Sun, 03 Nov 2002 00:04:00 GMT

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I got my harrier to work ingame ingame screenshot

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