
Subject: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Aircraftkiller](#) on Wed, 01 Mar 2006 22:55:41 GMT

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The Mammoth Tank is the most powerful tank on the battlefield. Featuring regenerating armor, twin 120mm armor piercing cannons, top-attack Mammoth Tusk missiles and its enormous capacity to absorb damage: The Mammoth Tank stands at the top of the tank world.

Most, if not all, vehicles will have three camouflage schemes that will be used depending on the climate. If you're in a forested area, the vehicle will be green. If it's a desert or hot climate, it will be tan. If it's a cold climate, it'll be gray. Gray, green, or tan vehicles may appear in urban areas.

Green camouflage reference:

<http://www.apathbeyond.com/forum/index.php?showtopic=7934&st=0#entry158152>

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Ma1kel](#) on Wed, 01 Mar 2006 22:58:36 GMT

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Beatiful model!

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [WNxCABAL](#) on Wed, 01 Mar 2006 22:59:36 GMT

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WOW!

Very nice AK!

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Naamloos](#) on Wed, 01 Mar 2006 23:50:44 GMT

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Looks nice. Good work.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [sterps](#) on Wed, 01 Mar 2006 23:59:34 GMT

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its one of the most beautiful things i have ever seen

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Napalmic](#) on Thu, 02 Mar 2006 00:30:39 GMT

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The detail is superior! Nice work.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [YSLMuffins](#) on Thu, 02 Mar 2006 00:44:27 GMT

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Naturally, I think it looks splendid as usual.

Why is that tank crashed into a tree, though, in that reference shot?

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Jecht](#) on Thu, 02 Mar 2006 00:47:35 GMT

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It's actually running the tree over I think

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Aircraftkiller](#) on Thu, 02 Mar 2006 00:54:08 GMT

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The reference image is from one of the Allied win videos in Red Alert, a lot of destroyed Soviet vehicles.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Kamuix](#) on Thu, 02 Mar 2006 00:54:19 GMT

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I love it. But will those ladders actually be climable. It would be cool if they were

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Viking](#) on Thu, 02 Mar 2006 01:23:13 GMT

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joint operations is better then bf2

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Spice](#) on Thu, 02 Mar 2006 01:23:26 GMT

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That is a one nice tank. This texture is deffintly way better than they old one. I really like the insignias on it.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [m1a1_abrams](#) on Thu, 02 Mar 2006 02:24:01 GMT

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I just noticed the camo is quite authentic for the European theatre. That's cool.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [hunteroo2](#) on Thu, 02 Mar 2006 03:10:02 GMT

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that's a pretty spiffy tree if it can grow through a tank lol...good job btw

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Renardin6](#) on Thu, 02 Mar 2006 10:38:49 GMT

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I like it.

Can you just try to sharpen the texture a bit? I am sure it would add realism to the texture a bit more.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [JeepRubi](#) on Thu, 02 Mar 2006 13:05:41 GMT

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I agree, its just a little too blurry on the camo part.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank
Posted by [Goztow](#) on Thu, 02 Mar 2006 13:12:49 GMT
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Very nice! And huuuuuuuge!

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank
Posted by [Oblivion165](#) on Thu, 02 Mar 2006 14:19:34 GMT
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Very nice, how are you going to implement the 3 versions? Sounds like it would throw Mix's off by changing the PT item.

Maybe there is a way with a global script you can place somewhere. Change Vehicle on Buy, 0 = Winter 1 = Desert 2 = Forest.

Awsome Idea.

EDIT: Easier idea, just name all the textures the same and place it in the mix. Bah, im sure you got it worked out.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank
Posted by [Renardin6](#) on Fri, 03 Mar 2006 23:58:09 GMT
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Ak, can you please make a shot with the camo sharpened a bit?

(should take less than 5 min of your time) Just to see what's best.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank
Posted by [Aircraftkiller](#) on Sat, 04 Mar 2006 02:30:21 GMT
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No, because it was intentionally blurred and would be a time consuming job to repaint again.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank
Posted by [Aidoneus](#) on Sun, 05 Mar 2006 17:13:23 GMT
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Renardin6 wrote on Fri, 03 March 2006 17:58Ak, can you please make a shot with the camo sharpened a bit?

(should take less than 5 min of your time) Just to see what's best.

The Tank is supposed to be slightly blurry. Think about it. The point of camouflage is to blend in with its natural surroundings, and where in nature do you find sharp lines? You don't. Therefore, with teh camo being blurry, it actually increases the camouflage effect.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [reborn](#) on Sun, 05 Mar 2006 17:41:14 GMT

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Looks pretty cool, very impressive. I think the cannons look a little like cigarette ash, but that's my only real negative comment.

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Alexraptor](#) on Mon, 06 Mar 2006 20:27:49 GMT

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I thought they had stopped working on it for Renegade no?

Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank

Posted by [Aidoneus](#) on Mon, 06 Mar 2006 20:30:01 GMT

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No.
