
Subject: my building, what needs changing
Posted by [MrPerson](#) on Tue, 02 Mar 2004 20:12:43 GMT
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Hi, i just made this building and i wondered if anyone had any ideas on how i could change it to make it look better?
<http://www.cnc-era.com/thiima/Videos/ERefinery.avi>
(need latest divx codec to view, download at www.divx.com)

Subject: my building, what needs changing
Posted by [Laser2150](#) on Tue, 02 Mar 2004 21:45:24 GMT
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WOW
Its very nice!

Pick a different texture for the stacks.
also add a little bit a style to the building, its 2 much like a box.
Make the thing that goes over the harvester glass (or see though) that would look sweet!

nice job with the animations

Subject: my building, what needs changing
Posted by [SuperFlyingEngi](#) on Tue, 02 Mar 2004 22:41:55 GMT
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The main building part [between the stacks] needs a new texture. Well animated building, though.

Subject: my building, what needs changing
Posted by [maytridy](#) on Wed, 03 Mar 2004 00:23:56 GMT
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Everything looks great, except the *textures*!

Subject: my building, what needs changing
Posted by [Aircraftkiller](#) on Wed, 03 Mar 2004 01:59:22 GMT
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They're textures, not skins.

Change the texture job on it, and give it some sort of interior.

Subject: my building, what needs changing
Posted by [Gernader8](#) on Wed, 03 Mar 2004 02:00:14 GMT
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I think there is an interior.....I think I saw a door....

Subject: my building, what needs changing
Posted by [Havoc 89](#) on Wed, 03 Mar 2004 03:36:34 GMT
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Thats some kool stuff

Looks great, is it for a mod or map?

Subject: my building, what needs changing
Posted by [gendres](#) on Wed, 03 Mar 2004 11:09:29 GMT
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only fix the textures a little

Subject: my building, what needs changing
Posted by [Cept](#) on Wed, 03 Mar 2004 20:02:50 GMT
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i think it looks great... i love the effects good job

Subject: my building, what needs changing
Posted by [Madtone](#) on Wed, 03 Mar 2004 22:17:26 GMT
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d00d!!!

This is a nice piece of work.. can see you truly worked hard to get it the way it looks right now.

As said above just re-do the textures on the smoke stacks.. maybe instead of the solid green thing, make it like a semi-transparent glass chamber where the green gas emitters come out, know what i mean?

Love the animations and the emitters.. looks good! Kinda like a mutant tiberium refinery of some sort.

Would love to see what else you can make.

Subject: my building, what needs changing
Posted by [Titan1x77](#) on Thu, 04 Mar 2004 06:08:24 GMT
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That's nice!!

Now you need a map to put it in!

or else it will go to waste.

Textures need a touch up.

And is there interior?

Subject: my building, what needs changing
Posted by [Cept](#) on Thu, 04 Mar 2004 13:50:02 GMT
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Titan1x77And is there interior?

yes you can see doors on the two back walls

Subject: my building, what needs changing
Posted by [sniper12345](#) on Thu, 04 Mar 2004 14:06:32 GMT
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Titan1x77That's nice!!

Now you need a map to put it in!

Maybe you could make one for it...
