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 becuase 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 smoosh 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.