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Subject: Renegade Alert Allied Turret

Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 03:37:03 GMT

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The problem here is that if I make those details prominent, someone will say it looks like concrete. If I don't, "cel shaded." It's standard military paint, it suppresses details like that. I may make them stand out more if I edit the texture map for the turret again.

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