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Subject: Renegade Alert Allied Turret

Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 04:11:50 GMT

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I think you need to work on your mapping abilities. I know how to UV map, that's why I made it look the way it does. I map objects based on their size and ability to be seen.

If it's a small object, it needs a small section of UV. If it's a large object, like the top of the turret, it needs the largest section of UV I can allocate to it. Small objects hide the blurriness associated with small textures, which is what mapping to a small UV creates. I try to keep small objects at 32x pixels, medium sized at 128, and large objects at 256 or higher. It all fits together correctly.

Here, the dirt and assorted crap caked on it are now more visible. The only other thing I'll probably end up doing is making the paint chip off slightly.

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