
Subject: Renegade Alert Allied Turret

Posted by [PermaGrin](#) on Fri, 22 Oct 2004 05:19:47 GMT

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AircraftkillerIt'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.

After all the crap I get.....well....whatever. Im sure those extra little pieces of the plastic would not have taken that much room from the highly detailed concrete area.

majikentHonestly, how closely do you plan on concentrating on this structure in game? I'd personally be too busy actually playing the game to be so anal about such things that you wouldn't even notice if it wasn't pictured by itself... Seriously.

Hey, if you can look close enough to see the texture on bombs that are only shown when an ogra bomber opens it protective panels are too "muddy" or if you are close enough to see the trigger on a star wars gun doesnt have enough segments. I am quite sure will notice such things.
