
Subject: Re: C&C Reborn - weapon updates
Posted by [Fabian](#) on Sat, 24 Jun 2006 12:58:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I really should have done a w3d render for the sniper rifle (the flamethrower IS a w3d render). I didn't have a .w3d file of the rifle on me and got a little lazy.

Anyway, I'd say for an almost completely metal object, there is a bit of natural discoloration. For example, here's a closer look at the barrel side by side with it's grayscale counterpart. Other than that I don't really see where adding colored things fits.

EDIT: I tried adding greenish paint to it like portions of the renegade pistol or rocket launcher. It didn't look that great...

File Attachments

1) [barrel.jpg](#), downloaded 613 times

