
Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Havoc 89](#) on Tue, 22 Sep 2009 04:33:33 GMT
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Looks cool indeed, those textures really have a very nice look and feel with the light map, and portrays Nod very well. Good job.

Only thing is that it would be nice to admit that these arnt your textures. Not very difficult to replace textures of a model someone else made with textures that were also made by someone else, Nor is it very nice.

Ofcourse I'm not saying that doesnt look great for renegade, it looks fantastic. I'm simply saying you should always give credit where it is due. Even IF something is royalty free, you dont want others to make the assumption that you made those textures because sooner or later people will find out and that looks really bad if you are trying to make it into the industry.

In terms of legitmate critiques. I'd say fix the UV so that the walking floor path texture you chose matches with the door, and have the outter trim on both sides of the enterences. Currently you have too many textures for such a small hall way, it essentially becomes too busy and overwhelming. It really does bring down the quality of the visuals overall.

You also have some bad shadows in the light map on the wall with the two purchase terminals. If you really want to amp up the interior, add some physical models of lights, just something simple, and have light sources located only there. That would create some really nice ambient occlusion shadows where corners would be dark as they should. Ofcourse I'm not aware of how light maps in renegade work so I cant really go much into the technical side of things.

But yes, it looks good.
