Subject: Renegade Alert Missile Sub
Posted by phlakaton on Mon, 28 Jun 2004 21:08:00 GMT
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AircraftkillerIt has plenty of detail, people just assume "no detail" when you're not looking at it with a magnifying glass.

I'm assuming you mean the sub you textured? That has pretty much nothing of interest in the map. Sorry to disagree but sometimes you need to take a few liberties with a texture and add some details regardless of realism. I know you want to match the sub you mentioned but based on that image I saw of that real model you could run with this quite a bit more. Do some slight panel details across the hull... make specific details for all the top edges and corners... surely a sub that's been under water for a year or two has some marine wear... streaking across the leading edges of parts... maybe not rust but oxydation streaks. It also is falling short of a metal feel. Chip away a few of those panels and reveal a slight bit of sub-surface... no pun intended. Shit... all these games we make that have specific types of vehicles... they all get modified somehow from looking exactly like the real ones.