
Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Aircraftkiller](#) on Sun, 16 May 2004 06:49:24 GMT
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As usual, Sir Phoenixx did the model itself. However, in a strange twist of fate, I textured the MCV. It isn't completely finished, just minor details in the texture need to be added.

It will appear in "Defend the MCV" mode, single player missions, and as part of the Construction Yard - it will be on the bottom floor in its own room by the MCT, without the shell that the CY is constructed from.

Reference:

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Deactivated](#) on Sun, 16 May 2004 07:06:00 GMT
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It looks like if was made of plastic and concrete.

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Aircraftkiller](#) on Sun, 16 May 2004 07:09:23 GMT
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Who'd of thought that the MCV would resemble the building it turns into...

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Spice](#) on Sun, 16 May 2004 07:37:16 GMT
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Oh you did that texture job? I have to say its really nice. About it looking like plastice and concrete The only thing i dont like is the windows. Again though , It shouldnt be as high quility as the vechiles you control and purchase. Nice job on the texturing.

Subject: Renegade Alert Mobile Construction Vehicle

Posted by [Mad Ivan](#) on Sun, 16 May 2004 09:00:26 GMT

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good job ak, thought you need to put a few bolts on the texture, since it looks like it wasnt made out of metal. The windows look kinda ok. Too much like 3D Buttons, thought. But overall the MCV Looks great.

Subject: Renegade Alert Mobile Construction Vehicle

Posted by [SuperFlyingEngi](#) on Sun, 16 May 2004 15:22:39 GMT

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This doesn't have much to do with the model, but how does a construction yard come out of that thing? Or is the vehicle just 50 feet long?

Subject: Renegade Alert Mobile Construction Vehicle

Posted by [maytridy](#) on Sun, 16 May 2004 15:41:44 GMT

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Well, in Red Alert, it was half unfolding and half magic.

Subject: Renegade Alert Mobile Construction Vehicle

Posted by [Renx](#) on Sun, 16 May 2004 15:54:04 GMT

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EXdeath7 Again though , It shouldnt be as high quility as the vechiles you control and purchase. Nice job on the texturing.

It's meant to be a higher quality, since it's not a vehicle that people will be purchasing and driving throughout the level. The model is just over 2800 polys

Subject: Renegade Alert Mobile Construction Vehicle

Posted by [Nodbugger](#) on Sun, 16 May 2004 15:56:00 GMT

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I think that thing on the front bumper is a wench. or winch however you spell it. Make it look like one. Now it looks like you have two saw blades on the front,

Subject: Renegade Alert Mobile Construction Vehicle

Posted by [Sir Phoenixx](#) on Sun, 16 May 2004 16:59:29 GMT

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After construction the winch malfunctioned and was removed for repairs...

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Oblivion165](#) on Sun, 16 May 2004 17:14:32 GMT
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i guess the mcv repack is out of the question.

that would be a weird animation.

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [TnTANDY](#) on Sun, 16 May 2004 19:56:45 GMT
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Not bad, although I'm sure in Red Alert the vehicle was longer, hmm

Will it transform into a construction yard or something? That would be cool

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Fabian](#) on Sun, 16 May 2004 21:06:17 GMT
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i think the windows and the exhaust pipes on the side need work: the pipes need to be less concrete-like and more metallic; the windows need to look more shiny. Other than that it looks great.

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Aircraftkiller](#) on Sun, 16 May 2004 21:23:04 GMT
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