Subject: Renegade Alert Construction Yard
Posted by Aircraftkiller on Tue, 18 May 2004 00:16:22 GMT
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Finished it off today, remapped the entire building and retextured it to look about as close as I could get it to the Red Alert image.

Subject: Renegade Alert Construction Yard
Posted by SuperFlyingEngi on Tue, 18 May 2004 00:23:23 GMT
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Looks good - have any indoor pics?

Subject: Renegade Alert Construction Yard
Posted by Aircraftkiller on Tue, 18 May 2004 00:28:36 GMT
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Ignore the exterior on this.

Subject: Renegade Alert Construction Yard
Posted by NeoX on Tue, 18 May 2004 00:38:46 GMT
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It looks worse.

Subject: Renegade Alert Construction Yard
Posted by SuperFlyingEngi on Tue, 18 May 2004 00:38:48 GMT
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You're not actually going to make a deploy/undeploy animation for this structure, are you?

Subject: Renegade Alert Construction Yard
Posted by IRON FART on Tue, 18 May 2004 00:42:06 GMT
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It looks very nice. But the windows look funky.

Subject: Renegade Alert Construction Yard
Posted by icedog90 on Tue, 18 May 2004 01:01:05 GMT
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IRON-FARTBut the windows look funky.

They look like that until you actually see the windows in the game. They are transparent and they reflect light.

Subject: Renegade Alert Construction Yard
Posted by Vitaminous on Tue, 18 May 2004 01:18:01 GMT
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Icedog: Ignorant! They're not on this model.
They're just tick, bullet proof windows.

EDIT: Nevermind, thought you were talking about the truck's.

Subject: Renegade Alert Construction Yard
Posted by Renx on Tue, 18 May 2004 18:36:00 GMT
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The windows arn't even in those images...