Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Thu, 15 Jul 2004 08:18:14 GMT
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Experimenting with a new technique, instead of "lighting" the texture itself with variations showing that light is shining off it, I'm using specular highlighting with a more refined form that causes it to appear like there is lighting on the texture that changes with where the light shines, exactly like reality.

Model was done by Sir Phoenixx, the single 1024x texture was done by myself.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by NHJ BV on Thu, 15 Jul 2004 08:26:07 GMT
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Shiny

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by gendres on Thu, 15 Jul 2004 19:00:46 GMT
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The texture is overall ok but needs a little work, add more weariness or some scratches..

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Deactivated on Thu, 15 Jul 2004 19:50:00 GMT
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AircraftkillerIt's blurry and that texture looks like ass.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by PermaGrin on Thu, 15 Jul 2004 20:05:08 GMT
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SeaManAircraftkillerIt's blurry and that texture looks like ass.

Ack quit being so negeative and tell Ack what he can do to better improve his texture, instead of just saying the same nonsense you always say.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Thu, 15 Jul 2004 22:50:58 GMT
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He's got a habit of quoting things totally out of context, it gives him a reason to show people that he has no purpose in this community.

It doesn't need improvement, he's an idiot. I can look at it and see no blurred areas, simply because it's a 1024x texture and it can't be blurred unless everything were mapped at insanely small resolutions.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by SuperFlyingEngi on Thu, 15 Jul 2004 22:55:00 GMT
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Yeah, this texture is really nice, thank god you scrapped the old one that made it look like a cinderblock.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by TheMouse on Thu, 15 Jul 2004 22:57:23 GMT
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that thing looks pretty damn blurry to me... it looks like complete ass in the second image.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Javaxcx on Thu, 15 Jul 2004 23:41:08 GMT
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I'm assuming that the 2nd image is a picture of the actual rocket to be launched. If you've ever seen a real rocket, (any warhead, really) the warhead is seperate from the rocketbody. While you've clearly done that, the resolution to show it is BARELY there. The difference between the warhead and the rocket body is what is blurry -- but I would assume that is just to match the limitations of the Renegade engine. It's all well and good that you've colour coded the warhead, but it does not look smooth. It just looks blurred together.

I'm fairly sure thats what people are whining about.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Pendullum on Thu, 15 Jul 2004 23:48:36 GMT
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it looks like its made out of plastic, needs a more metalic look to it

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by WNxCABAL on Fri, 16 Jul 2004 00:04:05 GMT
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Pendullumit looks like its made out of plastic, needs a more metalic look to it

Toys R US Called, They want their toys back

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by PermaGrin on Fri, 16 Jul 2004 00:28:07 GMT
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^^ They cant have them. I bought them fair and square

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by terminator 101 on Fri, 16 Jul 2004 03:29:25 GMT
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SeaManIt's blurry and that texture looks like ass.

Really? Have you ever seen an ass that looks like that?

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Fri, 16 Jul 2004 05:22:39 GMT
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It's not firing a rocket... That's called "showcasing," as in "showing both at the same time."

It's not blurry at all. It's simply not extremely detailed, because the missile itself isn't.

And take up the plastic look with the US Army, they developed it... Because it's made of fiberglass, not metal.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Ferhago on Fri, 16 Jul 2004 10:33:21 GMT
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sw33t, Im curious,

Do you just act like this on the internet or is this how you ACTUALLY ARE

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Javaxcx on Fri, 16 Jul 2004 10:49:15 GMT
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Maybe that will clarify.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Alkaline on Fri, 16 Jul 2004 16:05:45 GMT
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SeaManAircraftkillerIt's blurry and that texture looks like ass.

lol good one, fits perfectly with taht texture.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by SHOKAgent on Fri, 16 Jul 2004 17:04:22 GMT
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Quote:And take up the plastic look with the US Army, they developed it... Because it's made of
fiberglass, not metal.

Then how do you explain the deep metal scratches in the previous texture?
http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=3095

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by SuperFlyingEngi on Fri, 16 Jul 2004 17:15:45 GMT
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The last texture was terrible, and luckily, ACK scrapped it, with the cover that he "missed some
parts of the launcher in the texture because there are so few pictures of the Redeye."

It's ok to own up to when you do something poorly, ACK.

Subject: Renegade Alert Allied Redeye SAM Launcher

Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 17:27:27 GMT
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Don't patronize me, asshole. I've never once said that I don't make mistakes.

And my name isn't "ACK."

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 17:37:47 GMT
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You don't know anything about being a texture artist, your signature is evidence of that. You also don't seem to realize that the launcher itself looks like that, you fucking idiot. Maybe in an alternate universe, I'll add some gay rainbow flags on it so you'll enjoy it.

This is based off a real weapon, and all it needs is what it already has. There is nothing else that can be added to a tube that fires missiles.

I don't plan to learn how to skin, I'm not a butcher.

v. skinned, skin·ning, skins
v. tr.
To remove skin from: skinned and gutted the rabbit.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by [SHOKAgent](#) on Fri, 16 Jul 2004 17:45:46 GMT
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Look down three more definitions

v. skinned, skin·ning, skins
v. tr.

4. To cover with or as if with skin: skin the framework of a canoe.

I'm assuming people use the term in modelling as covering a model with a texture as if it were skin. I guess it could also be meant as a metaphor.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 17:48:17 GMT
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You can't cover a model with a texture because it has no covering. The texture is simply a part of the model, think of it as the Holodeck from Star Trek: TNG. It's capable of displaying anything.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Ferhago on Fri, 16 Jul 2004 17:50:12 GMT
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NeoXAll I can do is laugh if you can sit there an look at that skin and the ones you have bashed in the past and say yours is fine. It looks like fucking ASS you just laid down flat colours and added specular! which makes it look like shit. Let Darkblade do the texturing as he knows what hes doing or better yet give me a week and once my tutorial site is up ill send you the link so you can learn how to skin,

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by SuperFlyingEngi on Fri, 16 Jul 2004 19:53:51 GMT
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AircraftkillerDon't patronize me, asshole. I've never once said that I don't make mistakes.

And my name isn't "ACK."

Oh come on, I saw wha you said about "fixing" the old texture and how you missed some stuff so you were going back to make a couple changes, when in fact you re-made the texture, ACK.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by prox on Fri, 16 Jul 2004 20:03:48 GMT
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Why so much hate against someone that uses some of their time to work on something as cool as RenAlert? He isn't getting paid for this last time I checked...

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Deactivated on Fri, 16 Jul 2004 21:01:09 GMT
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AircraftkillerI can look at it and see no blurred areas, simply because it's a 1024x texture and it can't be blurred unless everything were mapped at insanely small resolutions.

The Stinger was better texture-wise.
Also, Darkblade's SAM Site texture was much better than your current attempt.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Fri, 16 Jul 2004 21:09:57 GMT

Sure it was, SeaMan. You don't try hard to mask your ignorance, nor do you try to mask your hate of what I do. It's okay, I understand, not everyone can have an intellect.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Deactivated on Fri, 16 Jul 2004 21:25:30 GMT

I appreciate your work, but sometimes it feels you're not trying hard enough.

If texturing isn't one of your strengths, let somebody (else than yourself) who you know to do it instead.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Fri, 16 Jul 2004 22:32:21 GMT

lol... The problem here is that the missile and the launcher both have little detail, and are generally not the most dull objects in the world. The Army made them from glossy fiberglass, so that's what I made them look like.

Just because I made something with little detail doesn't mean I'm not capable of doing anything better. What's the point of giving something a lot of attention that it doesn't need? There's no reason to "add detail for the sake of detail," when it already satisfies the requirements of looking like the original object.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by rm5248 on Fri, 16 Jul 2004 22:44:25 GMT

The point is, they would most likely be not shiny so that if they where moving in the middle of the night, enemy lights would not bounce off of the SAM launcher so that the troops can be found and killed.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Fri, 16 Jul 2004 22:47:45 GMT

When it was painted drab, people complain that it's too dull. When it has shine, people complain that it's too bright.

Make up your minds...

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by SuperFlyingEngi on Fri, 16 Jul 2004 22:49:00 GMT
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The old one wasn't too drab, it was too cinderblock.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by DarkDemin on Fri, 16 Jul 2004 22:52:24 GMT
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Threads like these make me laugh. Maybe a third party should make the textures/skins* that way there isn't any animosity toward that person and life goes on.

an·i·mos·i·ty   (P) Pronunciation Key (n-ms-t)
n. pl. an·i·mos·i·ties

1. Bitter hostility or open enmity; active hatred.

2. A hostile feeling or act. See Synonyms at enmity.

Edit: To make Aircraftkiller happy.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Fri, 16 Jul 2004 23:01:26 GMT
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They are textures, not skins.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by rm5248 on Sat, 17 Jul 2004 01:25:33 GMT
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Texture:

Skin:

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by exnyte on Sat, 17 Jul 2004 01:27:27 GMT
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Ohhhhhhhhhhhhh. I didn't understand until now! Thanks rm5248!

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by mahkra on Sat, 17 Jul 2004 01:53:27 GMT
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rm5248(pictures)

You're using the computer definition of the first term and the biology definition of the second. Those pictures are worthless. You should either use both words as computer terms or use neither as computer terms.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Aircraftkiller on Sat, 17 Jul 2004 02:03:53 GMT
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According to dictionary.com, there is no computer term for "skin." There is a computer term for "texture," though.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by mahkra on Sat, 17 Jul 2004 03:58:46 GMT
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AircraftkillerAccording to dictionary.com, there is no computer term for "skin." There is a computer term for "texture," though.

Yeah, and we all know dictionary.com is the absolute final reference on computer terms...

Also, you apparently didn't read very closely, because the "texture" definition on dictionary.com is talking about computer vision, NOT images created for video games. It's a bit of a stretch for you to say their definition supports your use of the term.

Regardless of what dictionary.com says, "skin" and "texture" are both computer terms. And you and I both know what they mean. They're not technically synonyms, but they're close enough that I really don't give a damn if people misuse them; the meaning is always pretty clear.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by PermaGrin on Sat, 17 Jul 2004 04:15:05 GMT

<>

Maybe all this time you spend looking up words, you should try looking up the word slang.

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by sniper12345 on Sat, 17 Jul 2004 08:56:23 GMT
<>

Javaxcx

Maybe that will clarify.

Mmmhm, Dildo!

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by Vitaminous on Sat, 17 Jul 2004 09:16:18 GMT
<>

mahkraAircraftkillerAccording to dictionary.com, there is no computer term for "skin." There is a computer term for "texture," though.

Yeah, and we all know dictionary.com is the absolute final reference on computer terms...

It's a canadian dictionary, what can YOU do about it? The maple leaf has you!

Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by terminator 101 on Mon, 19 Jul 2004 22:13:59 GMT
<>

post deleted