
Subject: CNC Reborn : Titan

Posted by [cheesesoda](#) on Wed, 25 Aug 2004 20:31:57 GMT

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PermaGrinj_ball430PermaGrinWTF? Do you people always need to put people work down that doesnt meet your standards? In the logic of ACK, if you dont like Reborn, dont read about it. We dont need to hear, "omg, looks like plastic", nearly every post on every model. Move on. I've said it's plastic as needed. When he first posted it, it looked like plastic and I told him so. People continued to debate it, so I told them how it looked like plastic. Renardin came out with the finished version, and it still looks like plastic, therefore I said it looks like plastic.

Fair enough. As you can see then he isnt exactly getting it done. Maybe you would like to lend a hand in telling him how to go about making the texture seem less like plastic. What steps you would do to make it seem more like the way you want it? I see that the Titan doesnt look the way I invision it. Hell, if I were to texture it, it would look like a 5 year old with crayons. Renadrin is the best/only texture person we have at the moment. So till he gets better, someone better comes along/helps, we will have to live with the best he can do.

I would help out if I could, but I don't know shit. If I were to do it, I'd be one solid color with outlines on it. I don't know how to skin,and am not exceptional at Photoshop. I do, however, know what and what does look like metal/painted metal. His texture doesn't look like metal. I can't explain the real differences, but it doesn't look like metal. That's all the help I can give. I'd give more help/advice if I could. I'm just trying to give constructive criticism.
