

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Blazea58](#) on Thu, 07 Oct 2004 23:33:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That is done very perfectly, as i can see you didnt go overboard with this one at all, which is great. 5 sided cylinders, thats good considering the size of the bridge, and the detail per support.

The only thing i'd like to know, is if infantry can jump over those walls, and how many metres long the bridge is. What's the polygon count, without the MCV, and how wide are the paths on either side of the road part.

What kind of terrain will the bridge be going over? Like for instance is it a water span bridge, or will it go over large elevated areas etc. It just seems that if i saw that bridge, id see alot of architecture being the same in that area, meaning alot of log cabins, and alot of stucco usage.

The only thing that looks out of place is the whiteness of the supports, as in the render you can see its more of stucco , rather than a concrete, and toned down alot more. Otherwords its looking very good, i can't wait to see this bridge featured in some maps.

It looks like you spent a great deal of time just getting that scene correct, which looks very similar to the renders.

---