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Subject: Renegade: A New Hope Update

Posted by [Chronojam](#) on Thu, 03 Feb 2005 06:31:03 GMT

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I like the building, but the first thing I thought when I saw the inside was "C&C Renegade: inside of a Nod building"... The walls, and ceiling, remind me too much of some random Nod structure; it ruins the Star Wars feel for me.

Also, the outside.. those big "paint scratches" seem to loop way too much; if it didn't have those as part of the texture, and instead had a variety of different ones placed around it and spun different ways (like placing decals onto the red part, rather than having them built in)... it'd look way the hell better. Does that make sense at all? Even if it means putting a couple planes angled to match the building like "posters" of the scrapes, it'd come across looking nicer. I'm not big on mapping (you'd cry if you saw my attempts) but maybe you could have pre-angled damage/scrape "posters" for map makers to place on the building atop the normal red-with-some-scratches texture. Maybe I'm wasting my time.

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