
Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Sir Phoenixx](#) on Tue, 01 Mar 2005 18:18:52 GMT
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The model looks good. It could use more detail on the shaft, it's not just one large cylinder in the middle, it needs to be about half as thick, with a smaller L shaped "arm" under each blade connecting them to a base/plate (swash plate) about halfway up the shaft. The bottom part of the tail would look much better rounded instead of angular/boxy. The blades look like they were just cloned and flipped across to make the one on the opposite side, they need to be rotated around into place as they're cloned instead so that they have the highlight on the same edge.

The texture is alright, it needs more work. The rotor blades should be almost completely clean, with almost no visible dents and gouges. The rest of the texture shouldn't be so rough looking, it's an advanced helicopter, it should be metallic and/or flat black/grays/etc.
