
Subject: Red Alert Cruiser

Posted by [rm5248](#) on Wed, 14 Dec 2005 00:32:24 GMT

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Yeah, so I'm really not a good 3D modeler, but I decided to try and model a bit more with Blender3D. So here's my attempt at an Allied Cruiser from Red Alert. And yes, I know that there's no anchor, no propellors, the bridge/midship part is not exactly the same as it was in-game, and that it's not perfectly flat. But I've never done much before, so I just wanted to know what you people thought.

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r-good_front.jpg

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r_good1.jpg

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r_good2.jpg

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r_good3.jpg

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r_good4.jpg

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r_good5.jpg

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise_r_good6.jpg

And FYI, this is the pretty much the only RA reference that I used, I'm afraid that I had to steal the rest of the design from thi picture of the Bismarck.
