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Subject: Nod Turret

Posted by [Aircraftkiller](#) on Mon, 16 Jan 2012 21:17:18 GMT

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Thought I'd toss up another update on what I'm doing lately. I've been continuing to remake buildings and vehicles to be like their TD counterparts. The art direction here is to take the shape of the models, re-create them to be 99% accurate, then re-paint them so that they look like they're real objects.

Here's the original Turret:

My model and paint work, unlit with an ambient occlusion map:

Flat-shaded with AO, smoothing groups exist in Max but not in Mudbox:

I'm planning to add this to Noddingham. The terrain is essentially finished, all of the foliage is in place, etc. The only thing remaining now is to get the buildings replaced with their TD counterparts.

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