
Subject: Re: C&C_Dockside

Posted by [Aircraftkiller](#) on Fri, 03 Aug 2012 21:29:33 GMT

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The metal floor plating is far too large compared to the character model. Your fences are too short, and the texture is being smashed vertically. You have texture stretching on the rear of the tank cars, and the texture being used on them doesn't really look like the kind of surface a tank car would have.

Here's an example:

The cross beams on the bridge could use some texture detailing, perhaps some kind of bar with bolts on it. Something to make it look visually interesting. Right now it's very bland and it's obvious that you used a generic metal texture set to box mapping.

You should add fences next to the area where the trains are, and scale them appropriately to the size of the character.

The railroad texture doesn't really jive with the textures it's sitting next to. You can tell it's photo-sourced whereas the road texture looks like one of the bland Renegade textures.

The huge caution stripe going horizontally across the bridge makes no sense.

Other than that, it looks like a good start. Put some more work into it and I imagine it will look more interesting.
