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Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Sun, 22 Sep 2013 00:44:21 GMT

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kenz3001 wrote on Sat, 21 September 2013 18:47 Aircraftkiller wrote on Sat, 21 September 2013 13:12 Tell your modeler to stop using children's building blocks as reference material to work from. arse ! you must shit out perfect models with out using children's building blocks do you ever have anything constructive to say or do you only know how to be a dick to every one ? ... i think the latter

any way sounds like a good project .. but i would of liked to see it on udk, cryengine 3 or something better then W3D cant wait to play tho ... good luck and dont listen to all the haters

You don't even know what I was telling him. I gave him accurate critique. The model sucks. It's made of children's blocks and barely resembles the source material he's working from. For fuck's sake, the ramps to the foreman area in the back are taken straight from a building block set. You'd expect them to look somewhat more industrial. Please tell us what factory has giant ramps in the back of it instead of ladders, stairs, elevators, etc. There's no realism to this whatsoever.

This isn't even touching the obvious modeling problems: there's z-fighting where the polygons meet because they're not cut to match one another vert-for-vert. It's a mishmash of shitty viewport renders with an amalgamation of random colors. If the "artist" had taken a few moments to research how to properly show off a model, it wouldn't be 15 different colors with no shading. It wouldn't be a gigantic eyesore that looks like it was created by someone who just picked up Max.

I know you're just going to dismiss anything I say because you're an MPF skill, but you should listen to me. I create games and simulations for a living. I've been modeling for 13 years. If you can't handle criticism, maybe you shouldn't be posting garbage.

The only people who approve of this mod happen to be from MPF. What an amazing and completely unrelated coincidence!

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