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Subject: C&C Commando : Nod Turret

Posted by [phlakaton](#) on Tue, 11 May 2004 23:02:13 GMT

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try doing some unwrapped uv texturing... create a map that has specific edge work to make the sides more realistic... the simplified texture is a bit obvious. It's a nice start though. It needs some chipped and cracked concrete edges... the color of the bottom on the concrete should also have some aging... maybe a dirt staining from the ground up or even some moss green along with the dirt. Try variation in the metals... steel/composite... more values of greys. my 2 cents.

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