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Subject: Renegade Alert SAM Site

Posted by [npsmith82](#) on Sat, 03 Jul 2004 14:06:39 GMT

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AircraftkillerCypher [PCNC]DethHav0cl like it, looks really nice, one thing about the base, the "feet" that come out on top of that metal texture, looks wrong somehow, maybe sharpen up that metal base texture so it doesn't look so blurry compared to the "feet"

Exactly, the base looks out of place. The SAM texture and it's base are much to sharp in contrast with the cement base and lift. It sticks out that way. And I'm sure that's what that other guy meant, and you would have known it, had you not resolved to irrelevant and immature flaming.

Get with the program ACK, people call textures skins some times. Deal with it. And you knew damn well what he meant.

That's irrelevant, they aren't skins.

I wanted it to contrast so it's easier to spot when you're attacking it from above, it isn't exactly the largest thing in the game. You need to be able to target it with some relative ease because the thing will knock you out of the sky in a short period of time.

Quote:Airplanes have skins too. Something doesn't have to be an animal to have a skin.

The only reason that aircraft are referred to as having a skin is that they're literally covered with a metal skin.

3D models aren't covered with anything. They have no skin. However ACK, in this case you can clearly see that the Sam site itself has metal armor plating rivetted around it's surfaces. Therefore, skin.

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