
Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Aircraftkiller](#) on Sun, 16 May 2004 06:47:25 GMT
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As usual, Sir Phoenixx did the model itself. However, in a strange twist of fate, I textured the MCV. It isn't completely finished, just minor details in the texture need to be added.

It will appear in "Defend the MCV" mode, single player missions, and as part of the Construction Yard - it will be on the bottom floor in its own room by the MCT, without the shell that the CY is constructed from.

Reference:

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [bigejoe14](#) on Sun, 16 May 2004 06:52:42 GMT
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Hey, that texture is pretty good. Nice job!

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Xtrm2Matt](#) on Sun, 16 May 2004 07:26:33 GMT
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Once again, good job

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [boma57](#) on Sun, 16 May 2004 14:43:03 GMT
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In the last pic, it looks like there's a missing polygon on each of the exhaust pipes.

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Creed3020](#) on Sun, 16 May 2004 16:07:30 GMT
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TaximesIn the last pic, it looks like there's a missing polygon on each of the exhaust pipes.

Ya I'd say you are right. The top of the pipes if anyone else can't find it.

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Dishman](#) on Sun, 16 May 2004 17:47:04 GMT

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It looks pretty good, but the texture looks a bit bright... though maybe it's merely the 3ds render. Overall, good job!

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Sir Phoenixx](#) on Sun, 16 May 2004 21:22:39 GMT

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Looks like there's about 10+ polygons "missing" on either one... (If you look at the pipe just above the tire you can see the same polygons missing.)

Since they were there when I finished it, ACK's gmax must have burped and caused them to be hidden (this happened to me several times on other models). (or he got bored and decided to play hide and go seek with the polygons...)

Subject: Renegade Alert Mobile Construction Vehicle
Posted by [Aircraftkiller](#) on Sun, 16 May 2004 21:24:43 GMT

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Polygons just went odd on those elements.
