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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:20:12 GMT  
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This should be the last version of the Allied Turret. The insets are from Westwood Studios and are what I used to create the Turret. The only artistic liberty taken was the texture map and the ladder on the side.

All of it was created by myself.

Quick 3DS Max render: <http://www.deviantart.com/deviation/11623062/>

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Subject: Renegade Alert Allied Turret  
Posted by [smwScott](#) on Fri, 22 Oct 2004 02:39:18 GMT  
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The base is alright but a little blurry. The actual turret looks almost cell shaded, the texture doesn't look right at all.

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Subject: Renegade Alert Allied Turret  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:53:01 GMT  
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It looks like I painted it with standard military paint which does not shine well, if at all. That's the entire look I was going for, and that's the look I achieved.

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Subject: Renegade Alert Allied Turret  
Posted by [Hydra](#) on Fri, 22 Oct 2004 03:26:27 GMT  
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The blue texture looks like it's in an anime cartoon.

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Subject: Renegade Alert Allied Turret  
Posted by [gendres](#) on Fri, 22 Oct 2004 03:51:20 GMT  
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The models & texture are excellent, nice work.

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Subject: Renegade Alert Allied Turret  
Posted by [exnyte](#) on Fri, 22 Oct 2004 04:07:32 GMT  
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I too think it looks great! Model, texture, everything.

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Subject: Renegade Alert Allied Turret  
Posted by [DarkDemin](#) on Fri, 22 Oct 2004 04:11:02 GMT  
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fix the base so it is a little more definid.

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Subject: Renegade Alert Allied Turret  
Posted by [exnyte](#) on Fri, 22 Oct 2004 04:24:03 GMT  
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It doesn't need to be more defined. It's a fucking base. It won't be against a black background in the game, nor will you be sitting there staring at it in game also.

Why nit-pick over something that isn't important AT ALL.

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Subject: Renegade Alert Allied Turret  
Posted by [Hydra](#) on Fri, 22 Oct 2004 04:40:59 GMT  
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The base looks fine; the turret looks like an anime cartoon.

The space between the metal plates is too well-defined. Blend them together more.

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Subject: Renegade Alert Allied Turret  
Posted by [PiMuRho](#) on Fri, 22 Oct 2004 09:23:54 GMT  
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I agree - the turret itself looks cel-shaded.

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Subject: Renegade Alert Allied Turret

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Posted by [Naamloos](#) on Fri, 22 Oct 2004 10:37:17 GMT

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The one used now looks beter.

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Subject: Renegade Alert Allied Turret

Posted by [cowmisfit](#) on Fri, 22 Oct 2004 10:50:12 GMT

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and you say reborns stuff looks like plastic. :rolleyes:

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Subject: Renegade Alert Allied Turret

Posted by [shifty\[\]nash](#) on Fri, 22 Oct 2004 12:26:01 GMT

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cowmisfitand you say reborns stuff looks like plastic. :rolleyes:

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Subject: Renegade Alert Allied Turret

Posted by [sniper12345](#) on Fri, 22 Oct 2004 12:38:32 GMT

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I wouldn't call it plastic, but yea, as Hydra pointed out...looks like stuff from anime. Probably because of the edges?

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Subject: Renegade Alert Allied Turret

Posted by [genetix](#) on Fri, 22 Oct 2004 12:48:33 GMT

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as almost everyone else has said it looks like anime.

and where the barrel meets the main part of the turret(black part) you need to add a new texture. Unless your following a picture of a turret with 20 feet of range... Where the barrel and turret connect they are almost always rubber. The current texture there looks like granite.

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Subject: Renegade Alert Allied Turret

Posted by [sniper12345](#) on Fri, 22 Oct 2004 13:22:15 GMT

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^ I'm thinking latex.

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Subject: Renegade Alert Allied Turret

Posted by [rm5248](#) on Fri, 22 Oct 2004 20:53:12 GMT

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genetixand where the barrel meets the main part of the turret(black part) you need to add a new texture. Unless your following a picture of a turret with 20 feet of range... Where the barrel and turret connect they are almost always rubber. The current texture there looks like granite.

Yeah, it looks really bad. I was almost thinking water...

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