
Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Thu, 09 Dec 2004 02:12:57 GMT
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This is the DF-9 turreted Laser Cannon. It is an automated turret which fires high-power laser beams at ground targets. It is effective against lightly armored vehicles and infantry. It is popular with the Rebellion and similar militant organizations because of its low price and ease of acquisition. This turret is utilized at many Rebel bases, and was featured in Episode V: The Empire Strikes back, where it was employed by the Rebels in the defense of Echo Base on the icy planet of Hoth. Model by Icedog90, texture by HTMLGOD.

Visit <http://newhope.conquergaming.com> for more information and other updates on the Renegade to Star Wars total conversion!

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Thu, 09 Dec 2004 02:20:42 GMT
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I like.

Subject: Renegade: A New Hope Update
Posted by [Jecht](#) on Thu, 09 Dec 2004 02:32:36 GMT
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looks good

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Thu, 09 Dec 2004 02:51:41 GMT
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Edit by YSL: It's gone.

Anyway, nice model... keep up the good work. :bigups:

Subject: Renegade: A New Hope Update
Posted by [Renardin6](#) on Thu, 09 Dec 2004 07:35:29 GMT
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cool stuff!

Subject: Renegade: A New Hope Update
Posted by [idebo](#) on Thu, 09 Dec 2004 08:59:48 GMT
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Pretty neat.

Subject: Renegade: A New Hope Update
Posted by [Pendullum](#) on Thu, 09 Dec 2004 16:57:09 GMT
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Just like the SW version, good work

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Thu, 09 Dec 2004 18:42:55 GMT
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Indeed , It reminds me of the one from starwars. He did a sweet job with the poor reference pictures he had. Like all the pictures were blurry and small.

It's awesome.

Subject: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Thu, 09 Dec 2004 19:51:45 GMT
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http://www.galacticholonet.com/Weapons/Anti_Infantry_Battery.html

<http://www.galacticempiredatabank.com/GolanArmsDF9AIB.html>

Less then a minute on google. These don't look too "small and blurry" to me.

Looks like the barrel should be darker, and that round thing on top should be larger, and situated around the center. It could also maybe use more detail in the texture around the sides of the turret's top part.

Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Thu, 09 Dec 2004 21:40:17 GMT

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Yeah, I'm not sure what Exdeath meant - we had pretty good references on this. I'm going to have to go against your reference on this one: I think the barrel in that screen capture is excessively dark, I can't imagine why it would possibly look like that. The hatch on the top should maybe be like 5-10% larger, but since it's not a player-usable weapon, that's modification worth making. I do agree, however, that it needs more detail in some areas, and I plan to spend some more time working with the texture sometime soon.

Subject: Renegade: A New Hope Update
Posted by [Aircraftkiller](#) on Thu, 09 Dec 2004 22:10:09 GMT
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It's not white either, it's a cream color.

Subject: Renegade: A New Hope Update
Posted by [Jecht](#) on Thu, 09 Dec 2004 22:14:35 GMT
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i dunno....maybe its cuz im partially colorblind but It looks more white than cream....

Subject: Renegade: A New Hope Update
Posted by [Stryder](#) on Thu, 09 Dec 2004 22:16:34 GMT
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It's more of an off-white, but the sunlight makes it look a little different in that picture.

Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Thu, 09 Dec 2004 22:18:37 GMT
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Aircraftkiller!It's not white either, it's a cream color.

Are you saying that my texture job looks to be a cream color, or that it ought to be a cream color, based on a reference you've seen? I haven't seen any cream references, and my texture is off-white. The base color is white in most areas, but it is highly distorted by detail - laser impacts, dents, etc.

Subject: Renegade: A New Hope Update
Posted by [Slash0x](#) on Thu, 09 Dec 2004 22:39:28 GMT

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Actually...

It is a "cream" color. It is a tad yellow tent to it.

EDIT: Just color balance the texture and tent it a little yellow so it matches the pic color.

Subject: Renegade: A New Hope Update
Posted by [Aircraftkiller](#) on Thu, 09 Dec 2004 23:30:46 GMT
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I was talking about the reference image. It has to be a cream color because the sunlight acts as a dodge color effect, it only brightens what is already there.

The snow, for example, is pure white when the sun hits it, but a blue color from the reflection of the sky. So it's not the sunlight causing it to look cream, it's the actual paint on the object.

Subject: Renegade: A New Hope Update
Posted by [Jecht](#) on Thu, 09 Dec 2004 23:41:02 GMT
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k, i think i see it now that I stare at the turret in comparrison to the snow. Still hard to see it to me tho.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 10 Dec 2004 02:12:59 GMT
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If the turret is inaccurate, then these blueprints must be inaccurate.

I practically traced the image when I modeled the DF-9, except for the barrel, I made it longer than the reference since it didn't look right compared to regular images.

Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Fri, 10 Dec 2004 02:29:58 GMT
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Oh, you're right, Aircraftkiller, it does look kind of creamy in coloration. I had never noticed that.
Humm....
