
Subject: [Interior Reskin] Nod PP TibSun
Posted by [Dreganius](#) on Wed, 09 Sep 2009 07:18:45 GMT
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There was more to update in this one. I felt the light-map was a bit too red and dark even for Nod, so I edited the light-map textures as well. Original interior by Di3HardNL.

Enjoy!

File Attachments

1) [Nod PP Retexture.jpg](#), downloaded 843 times

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DREGANIUS

COMMAND & CONQUER TIBERIAN SUN Power Plant



2) [NodPPRetexture.rar](#), downloaded 230 times

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Omar007](#) on Wed, 09 Sep 2009 10:56:32 GMT
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Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Hugh72](#) on Wed, 09 Sep 2009 13:53:33 GMT
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could you update vech inside pp display like Di3hardNL did in gdi pp??

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Di3HardNL](#) on Wed, 09 Sep 2009 15:38:16 GMT
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Cool that you reskin more of my stuff, but please credit me in every topic as the modelmaker before people get confused

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Dreganius](#) on Thu, 10 Sep 2009 04:45:07 GMT
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Sure.

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [-Xv-](#) on Thu, 10 Sep 2009 09:30:14 GMT
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damn...

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Starbuzz](#) on Fri, 11 Sep 2009 02:15:57 GMT
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Very nice textures mate. Reminds me of Doom 3 textures.

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Gen_Blacky](#) on Fri, 11 Sep 2009 09:15:29 GMT
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wow good job on the hon and pp

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Havoc 89](#) on Tue, 22 Sep 2009 04:33:33 GMT
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Looks cool indeed, those textures really have a very nice look and feel with the light map, and portrays Nod very well. Good job.

Only thing is that it would be nice to admit that these arnt your textures. Not very difficult to replace textures of a model someone else made with textures that were also made by someone else, Nor is it very nice.

Ofcourse I'm not saying that doesnt look great for renegade, it looks fantastic. I'm simply saying you should always give credit where it is due. Even IF something is royalty free, you dont want others to make the assumption that you made those textures because sooner or later people will find out and that looks really bad if you are trying to make it into the industry.

In terms of legitmate critiques. I'd say fix the UV so that the walking floor path texture you chose matches with the door, and have the outter trim on both sides of the enterences. Currently you have too many textures for such a small hall way, it essentially becomes too busy and overwhelming. It really does bring down the quality of the visuals overall.

You also have some bad shadows in the light map on the wall with the two purchase terminals. If you really want to amp up the interior, add some physical models of lights, just something simple, and have light sources located only there. That would create some really nice ambient occlusion shadows where corners would be dark as they should. Ofcourse I'm not aware of how light maps in renegade work so I cant really go much into the technical side of things.

But yes, it looks good.

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Dreganius](#) on Tue, 22 Sep 2009 06:02:08 GMT
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One. I never claimed they were my own textures. Once I found them I edited the textures used, and placed them.

Secondly, I had nothing to do with the light map or any W3D things. That was Di3HardNL.

Thanks for the compliment though.

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Altzan](#) on Tue, 22 Sep 2009 12:39:44 GMT
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Dreganius wrote on Tue, 22 September 2009 08:02I never claimed they were my own textures. Once I found them I edited the textures used, and placed them.

I think he meant you should state in your post that they were not your textures, and mention whose they are.

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [renalpha](#) on Sat, 26 Sep 2009 16:14:37 GMT
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why? lol

like anyone cares from who they are. Download and comment nais work.

You did a good job on this dreg, love it!

Subject: Re: [Interior Reskin] Nod PP TibSun
Posted by [Dreganius](#) on Wed, 30 Sep 2009 12:14:06 GMT
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Thanks, dude.
