
Subject: Infantry Barracks WIP

Posted by [Aircraftkiller](#) on Tue, 05 Jun 2012 01:06:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is the last structure I'm working on for Noddingham's release. The interior is mostly done, but I haven't finished putting textures on it yet. The exterior's camouflage can be removed, not sure if I want to keep it in accordance with the original game's renders or leave it similar to Renegade's bare metal Barracks.

I prefer the rectangular doors versus the egg-shaped doors from the reference model, but I'm not sure if I like the camouflage or not. Let me know what you think.

No camouflage:

Subject: Re: Infantry Barracks WIP

Posted by [NACHO-ARG](#) on Tue, 05 Jun 2012 01:33:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

looks good, but how you plan to make the doors work? about the texture i like more the camouflage one.

Subject: Re: Infantry Barracks WIP

Posted by [Aircraftkiller](#) on Tue, 05 Jun 2012 01:45:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

The doors will slide sideways as you come inside.

Subject: Re: Infantry Barracks WIP

Posted by [Mauler](#) on Tue, 05 Jun 2012 04:30:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

The bare metal is more aesthetically pleasing to me personally

Subject: Re: Infantry Barracks WIP
Posted by [E!](#) on Tue, 05 Jun 2012 04:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it seems to me that in the reference pictures only the right building has camouflage while the left one is blank metal. probably try that mixture. i like both of them and +1 for the rectangular doors.

Subject: Re: Infantry Barracks WIP
Posted by [NACHO-ARG](#) on Tue, 05 Jun 2012 05:09:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

i like the doors but due to his size, they could represent a problem when ppl lags, sure the consep is good but keep in mind that factor, even with ren's normal doors sometimes i enter a building to later warp back and find out i am actualy out side of it. i know my connection sucks but also know this has hapened to way more ppl than just me.

Subject: Re: Infantry Barracks WIP
Posted by [iRANian](#) on Tue, 05 Jun 2012 08:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks good.

Subject: Re: Infantry Barracks WIP
Posted by [yesfish](#) on Tue, 05 Jun 2012 20:37:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

The doors are a good choice in comparison to those round things I think. The in game barracks if you take a look, the right barracks has camo on it but it's subtle, almost like it's a shadow.

The metal paneling seems like an asthetic problem, there's like 70 ultra high-contrast horizontal black lines per barrack. More emphasis on panels rather than individual bars - especially for a structure build by the conyard?

Something interesting, in IRL barracks lines tend to be vertical, probably to allow rain/wind to flow.

<http://www.all-shelters.com/rop.html>
<http://www.steelmasterestructuras.com/wp-content/uploads/2009/01/steel-military-barracks-california.gif>
<http://thevintageaviator.co.nz/files/images/archive-photos-album-2/preview/061-british-troops-outside-barracks.preview.jpg>

Subject: Re: Infantry Barracks WIP
Posted by [Generalcamo](#) on Tue, 05 Jun 2012 21:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Release both versions. I can see the Camo version used in maps that are in grassy areas, like Noddingham (at least when I last saw it), and the metal version used in more urban-like bases, like the one in Fjords.

I also recommend making the camo texture additive, so that it can easily be modified between maps. A snow camo in a snow map, a desert camo in a desert map, etc...

Subject: Re: Infantry Barracks WIP
Posted by [Aircraftkiller](#) on Wed, 06 Jun 2012 01:29:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sticking with the horizontal corrugated metal, but thanks for the advice. I should be working on Noddingham again soon.

Subject: Re: Infantry Barracks WIP
Posted by [Blazea58](#) on Wed, 06 Jun 2012 09:24:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like it how it is, but you have to make sure the flag you make for it is large since it casts its shadow on the reference model from in-game. The doors do look a little bit thin, but if there is a back door on them, at least it would add more ways in and out.

For the interior, it would be nice if you connected both structures together underground. As for how much room is inside, the last Reference picture you showed, makes everything inside seem so tiny, and would probably need at least a staircase leading down to a lower floor where the Mct would be contained.

Subject: Re: Infantry Barracks WIP
Posted by [Aircraftkiller](#) on Thu, 07 Jun 2012 02:36:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm using the same design I put into the Allied Barracks for RA:APB years ago. There will be an entrance to the basement on the floor of both buildings. The reference I'm using isn't at the same scale that the structure itself is at. It's about 20% larger.

Subject: Re: Infantry Barracks WIP
Posted by [Aircraftkiller](#) on Thu, 28 Jun 2012 15:08:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

FWIW, I'm still working on this. I just bought a new house, so my time is short right now. Here's hoping everything smooths out soon so I can finish this up.
