
Subject: Renegade Alert Ore Truck
Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 04:16:01 GMT
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It was finished by the new artist I hired a month back. Everyone, please, welcome Chris J. Fortier to our excellent team.

He's a very good artist in both 3D and Photoshop and knows his stuff well.

This is the Ore Truck, Allied version. Soviet will be viewable in-game.

Polygon count is 1,892.

Subject: Renegade Alert Ore Truck
Posted by [xptek_disabled](#) on Thu, 25 Mar 2004 04:19:25 GMT
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Sexy.

Subject: Renegade Alert Ore Truck
Posted by [bigjoe14](#) on Thu, 25 Mar 2004 04:29:03 GMT
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Damn... now that's one good looking vehicle.

Edit: Lol, I just saw the mud flappers on the back of the ore truck. Real nice touch.

Subject: Renegade Alert Ore Truck
Posted by [NHJ BV](#) on Thu, 25 Mar 2004 09:21:54 GMT
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On the first picture, the dirt in the back looks more like it's fresh mud then old, hard sand/dust gathered through years of service, it's a bit too dark, I think.

And it looks like it just drove through lines of enemy troops with the blood on the front thingie

Apart from that, very nice.

Subject: Renegade Alert Ore Truck
Posted by [dal11](#) on Thu, 25 Mar 2004 09:56:24 GMT
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O_O ohhhhh upgraded ore trucks weeeeeeee drive, gather, dump, rinse repeat.

Subject: Renegade Alert Ore Truck
Posted by [npsmith82](#) on Thu, 25 Mar 2004 12:18:32 GMT
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Nice! Very impressive.

Q1: Will the scoop hinge or move when unloading/gathering?
Q2: Will that ladder on the rear be climbable?
Q3: Will the container colour be red/blue rather than the green?

I always thought the previous harvester model looked pretty bad, damn nice improvement.

Good job Mr Chris J. Fortier! :thumbsup:

Subject: Renegade Alert Ore Truck
Posted by [gendres](#) on Thu, 25 Mar 2004 12:20:31 GMT
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OMG!!

Subject: Renegade Alert Ore Truck
Posted by [Sir Phoenixx](#) on Thu, 25 Mar 2004 13:23:34 GMT
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npsmith82Q1: Will the scoop hinge or move when unloading/gathering?
Q2: Will that ladder on the rear be climbable?
Q3: Will the container colour be red/blue rather than the green?

1. The animation is being worked on, it'll most likely have the unloading/gathering animation.
2. Of course it won't be climbable, that's stupid and pointless.
3. It should be re-colored to be red/blue...

Subject: Renegade Alert Ore Truck
Posted by [Majiin Vegeta](#) on Thu, 25 Mar 2004 13:24:25 GMT
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nice i like the blood on the shovel thingy

Subject: Renegade Alert Ore Truck
Posted by [rm5248](#) on Thu, 25 Mar 2004 21:01:55 GMT
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It should probably be darker near the exhaust to show that it's been used a while.

Subject: Renegade Alert Ore Truck
Posted by [z310](#) on Fri, 26 Mar 2004 05:58:50 GMT
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Nice, and wuts his name seems very good

Subject: Renegade Alert Ore Truck
Posted by [\[A-I\]NastyDead](#) on Fri, 26 Mar 2004 19:53:01 GMT
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Sweet looks alot better, by the way you should add a feature to buy buildings when theyre destroyed for longer battles.

Subject: Renegade Alert Ore Truck
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 20:25:27 GMT
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No.

Subject: Renegade Alert Ore Truck
Posted by [IRON FART](#) on Fri, 26 Mar 2004 20:37:32 GMT
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Thats a dumb idea and can't be done anyway.

Subject: Renegade Alert Ore Truck
Posted by [maytridy](#) on Fri, 26 Mar 2004 23:29:23 GMT

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Looks great! My only complaint is that the black\brown spots on the back area are too dark.

Sir Phoenixx

2. Of course it won't be climable, that's stupid and pointless.

Actually, I think it would be kinda cool to be able to hitch a ride in the back.

Subject: Renegade Alert Ore Truck

Posted by [Cypher \[PCNC\]](#) on Sat, 27 Mar 2004 07:30:28 GMT

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Wow, great skinning job.

Excellent work... Darkblade or something, right?

Subject: Renegade Alert Ore Truck

Posted by [Aircraftkiller](#) on Sat, 27 Mar 2004 08:54:44 GMT

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Quote:Chris J. Fortier

Subject: Renegade Alert Ore Truck

Posted by [Imdgr8one](#) on Sat, 27 Mar 2004 17:43:24 GMT

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maytridy

Sir Phoenixx

2. Of course it won't be climable, that's stupid and pointless.

Actually, I think it would be kinda cool to be able to hitch a ride in the back.

That would add a lot of strategy to the game too...you could sneak into the enemy refinery and rush...interesting.

Subject: Renegade Alert Ore Truck

Posted by [terminator 101](#) on Sat, 27 Mar 2004 17:47:52 GMT

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Will Soviet version be any different other than with different colours?
