

---

Subject: CNC Reborn : Titan

Posted by [Havoc 89](#) on Fri, 13 Aug 2004 20:06:46 GMT

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

---

Ok model fixes...

Feet, way too huge

Exost on the top (square one) too small vertically.

Legs, not modeled properly, need to redo em.

Gun, needs to move back a bit, too far up.

Gun barrel, too long.

Texture wise...

Needs re work. It honestly does look like plastic.

Here is a good tutorial for metal making metal texture. Here are some tutorials specifically designed for game model texturizing.

I made a titan a while ago, i did not skin it tho. It was made for Tiberian Aftermath.

If you want to take a look than here...

Picture01

Picture02

Picture03

The texture is quite different from TS' cutscenes, but i like this better. I think the model is pretty accurate to the one used in TS.

---