
Subject: Re: CnC Reborn Update: Nod Buggy
Posted by [Havoc 89](#) on Tue, 16 Aug 2005 08:25:47 GMT
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Thats not bad.

There is something I dont understand about the skin is. Why does pretty much all of your skins have a metal plates jigsaw puzzle like layout? The back of the buggy, on the sides. You made it seem like to assemble that thing you had to put in tons of metal plates to cover it up. Seems pretty stupid for the engineers to design something like that. If I were you I would have made it a smooth metal part. That metal plate layout almost, just almost makes it look cartoony in really weird way, which i just cant explain. Try to reduce the amount of places to put that stuff in. It doesn't make sense to make so many small parts to make a larger part which would look better as a whole piece.

Also the tires from the cut scene look more like the tires on formula 1 cars. They look smooth. I do like side of the tire on the skin, looks pretty neat.

One more thing. The shell of the buggy looks like a 3 millimeter thick piece of aluminum. Seems like the slightest touch could break it. Some parts also look concretish. You just need to do a little bit more fixing up and it will look much better.

Good luck!
