Subject: Nod Turret
Posted by Aircraftkiller on Mon, 16 Jan 2012 21:17:18 GMT
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Thought I'd toss up another update on what I'm doing lately. I've been continuing to remake buildings and vehicles to be like their TD counterparts. The art direction here is to take the shape of the models, re-create them to be 99% accurate, then re-paint them so that they look like they're real objects.

Here's the original Turret:

My model and paint work, unlit with an ambient occlusion map:

Flat-shaded with AO, smoothing groups exist in Max but not in Mudbox:

I'm planning to add this to Noddingham. The terrain is essentially finished, all of the foliage is in place, etc. The only thing remaining now is to get the buildings replaced with their TD counterparts.

Subject: Re: Nod Turret
Posted by roszek on Mon, 16 Jan 2012 21:28:35 GMT
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Wow, nice job. I love the aged look.

Subject: Re: Nod Turret
Posted by iRANian on Mon, 16 Jan 2012 22:10:22 GMT
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Looks great, not a fan of the graffiti though.

Subject: Re: Nod Turret
Posted by Reaver11 on Tue, 17 Jan 2012 01:52:43 GMT
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Well he can always make another turret without the graffiti and add that so not all the turrets have the same art.

Looks good the turret actuallty has a nice texture and shape now!

Subject: Re: Nod Turret
Posted by Aircraftkiller on Tue, 17 Jan 2012 05:14:52 GMT
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The idea behind the graffiti is that the Nod soldiers are fanatics. They're plucked from places with no hope. They're fed lies and are willing to die for God and for Kane. They don't care what lies ahead of them, only that the righteous will win and that the infidels will be punished. I wanted to express this side of Nod, which is sorely lacking in Renegade - what, with the cartoony soldiers and silly vehicle and structure designs.

I can make several variants of the Turret if need be. I was planning on having one with graffiti and one without, with different damage on them to differentiate the two.

Subject: Re: Nod Turret
Posted by Taz on Tue, 17 Jan 2012 13:21:43 GMT
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The gun barrel looks like concrete.
The bolts on the turret head look out of place to me
And I agree with the comments on the graffiti.

I know youre going for the TD cutscene colors, but imo that works out badly. They need more contrast/saturation with more blacks.
Something like this.

Otherwise, nice job

Subject: Re: Nod Turret
Posted by iRANian on Tue, 17 Jan 2012 13:30:57 GMT
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Well, I think Aircraftkiller's model looks great and I don't like the superfluous details that the Renegade-X model has.

Subject: Re: Nod Turret
Posted by Generalcamo on Tue, 17 Jan 2012 13:55:01 GMT
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The turret looks nice.

scratch that

Subject: Re: Nod Turret
Posted by Aircraftkiller on Tue, 17 Jan 2012 14:57:03 GMT
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Quote:The gun barrel looks like concrete.

Haha, no, it definitely does not.

Quote:I know youre going for the TD cutscene colors, but imo that works out badly. They need more contrast/saturation with more blacks.

I don't think so. That would defeat the entire point of the paint work I've created. In no way would the paint continue to be deep red if it's been sitting outside for as long as this turret has been, along with the damage and dirt it accumulated over the time it's been around.

I think that RenX Turret looks like it comes out of a GI Joe cartoon. It's too saturated and lacks any real detail beyond what Iranian mentioned; basically it's just a bunch of greebles that serve absolutely no purpose on a war machine.

Subject: Re: Nod Turret
Posted by Taz on Tue, 17 Jan 2012 19:35:05 GMT
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Hey, just speaking out my first impressions.

Eitherway, it does. Get rid of the blue-ish tint and make it a little darker.
And change the texture of the barrel. Steel simply doesn't look like that.

Subject: Re: Nod Turret
Posted by Aircraftkiller on Tue, 17 Jan 2012 20:39:35 GMT
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I beg to differ - steel exposed to the elements can look dirty and splotchy. There is no predefined material in real world metals that will always look the same under every condition. I appreciate your take on my work and will adjust some things, such as giving the barrel emphasized lighting to make it obvious that it is a metallic surface.

Subject: Re: Nod Turret
Posted by C4miner on Wed, 18 Jan 2012 03:19:12 GMT
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Yeah I'm gonna second that and agree that the barrel looks fine. It makes we wanna grab a wet rag and wipe the dirt off it, any any texture that creates that effect is certainly pretty damned realistic.

Now I'm a bit out of the loop here, so:

Is this a model+texture that you created for the Renegade engine? Or is it for some Renegade mod that uses a different engine?

In any case, are you creating these new models(+textures) toward an ultimate end goal of some sort, or is it purely for your own enjoyment & experience? (Forgive me, I'm not familiar with what Noddingham is)

Subject: Re: Nod Turret
Posted by iRANian on Wed, 18 Jan 2012 03:33:12 GMT
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Noddingham is an unfinished Renegade map that Aircraftkiller is in possession of.

Subject: Re: Nod Turret
Posted by Aircraftkiller on Wed, 18 Jan 2012 04:13:49 GMT
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Holy shit, C4Miner? You just come out of the blue like that? I was wondering where you went. PM me sometime, we have things to discuss. To answer your query:

There's a project I've been working on for a while that I'm doing purely for enjoyment, but I intend to put it into Renegade as I finish each part of it. I'm taking the original C&C95 designs and putting them into Renegade with an art direction that attempts to make them look like real world objects, with realism as an emphasis in the texture details and unit insignia, etc. Noddingham is the final unreleased Renegade level that I haven't finished yet. I figured I should release it since I owe that much to Mike (the guy who created Islands), whom I owe a lot of my current career ambitions to because of his help when I was just starting out in Renegade.

To further answer your query, I've designed all of this work so it's easily portable to other engines.

For example, compare the Mammoth I built in a Renegade-style light environment here versus the same vehicle inside of UDK, with normal maps, specularity, etc:

Subject: Re: Nod Turret
Posted by Reaver11 on Wed, 18 Jan 2012 10:45:36 GMT
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Just wondering though is there anything remaining of C&C_Lava besides the presets?

Subject: Re: Nod Turret
Posted by Aircraftkiller on Wed, 18 Jan 2012 18:23:44 GMT
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Lava is Volcano, as far as I'm aware.

Subject: Re: Nod Turret
Posted by Taz on Wed, 18 Jan 2012 18:38:20 GMT
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got any screenies of noddingham?

Subject: Re: Nod Turret
Posted by iRANian on Wed, 18 Jan 2012 18:40:15 GMT
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yeah screenies of noddingham would be nice

Subject: Re: Nod Turret
Posted by Gen_Blacky on Wed, 18 Jan 2012 20:41:28 GMT
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they would most likely use galvanized steel which doesn't rust easily under normal weather conditions.

Subject: Re: Nod Turret
Posted by Generalcamo on Wed, 18 Jan 2012 20:57:24 GMT
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They might also reuse turrets from Red Alert in some cases, and you probably know how old those are...

I understand Tiberian Garden is built off of Keep off the Grass, so there would definitely be some old allied turrets lying around.

Subject: Re: Nod Turret
Posted by Aircraftkiller on Wed, 18 Jan 2012 21:42:30 GMT
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There is no rust on the barrel. Most of it is water stains and dirt. I don't have any renders or screen shots from W3D viewer yet. I want to wait until I get more buildings replaced before I start showing it. I may also end up removing the castle walls as well.

Subject: Re: Nod Turret
Posted by liquidv2 on Thu, 19 Jan 2012 07:37:18 GMT
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the only problem is you're being realistic
the rest of renegade isn't, in the slightest
you could personally remake every building and vehicle and the game would look brand new

i'd love seeing that turret on a server but everything else would look out of place next to it because of how detailed you made it

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Subject: Re: Nod Turret
Posted by Aircraftkiller on Thu, 19 Jan 2012 08:07:34 GMT
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I am making a full set of structures for Noddingham, so they won't look out of place. I have no intention of using the original Renegade buildings with mine. The art differences (and polygon usage) would cause a lot of visual conflict. If I don't feel that I can finish all of these buildings within the next few months, I'll just release it as-is and add them in later.

Subject: Re: Nod Turret
Posted by roszek on Thu, 19 Jan 2012 10:41:32 GMT
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