Subject: Nod Airstrip WIP
Posted by Aircraftkiller on Thu, 26 Jan 2012 07:36:57 GMT
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I'm still working on this, but the meat of it is finished. There's some small details left like adding some antennae to the top of the control tower, which still needs an interior. Otherwise it's nearly done. The interior shouldn't take long to finish. I plan for it to have two levels, with an elevator or ladder to reach the top floor where the MCT will be located. I also need to make the runway lights "work" so that they stay lit when the Airstrip is functioning and turn dark when it's destroyed. They're not painted yet. Will be adding a glow map to them.

Still need to add the warning stripes to the front of the drop-off pad.

I was planning to paint the radar antenna in Mudbox, but I've decided to simply use some tiling textures for it. The radar antenna isn't finished yet and will require some UV mapping to make it look better than it does now, along with some extra materials.

Reference:

Subject: Re: Nod Airstrip WIP
Posted by liquidv2 on Thu, 26 Jan 2012 08:19:45 GMT
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it looks awesome but i feel like i'd find a way to manage flipping my tank over on the side of the circular part of the strip

and why would you put the MCT on the second floor? that makes it too easy to defend

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Thu, 26 Jan 2012 15:42:45 GMT
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Subject: Re: Nod Airstrip WIP

Posted by [Tupolev TU-95 Bear](#) on Thu, 26 Jan 2012 16:27:12 GMT
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Will this also be using the stock C-130 or will you be creating a new C-130?

Subject: Re: Nod Airstrip WIP
Posted by [Aircraftkiller](#) on Thu, 26 Jan 2012 18:24:19 GMT
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My phone didn't submit my reply earlier, so I'll rewrite the gist of what I was saying:

I put the MCT on the second floor because I want the Airstrip to be similar to the Weapons Factory - both have their MCTs on the upper floor. Defending isn't going to be the same as Renegade. I'm removing proximity C4, so you can't mine buildings with it. Re-spawning ceiling guns will provide interior defenses for the structures.

I also have a friend of mine who may create a C-5 Galaxy that I'll use.

Subject: Re: Nod Airstrip WIP
Posted by [Tupolev TU-95 Bear](#) on Thu, 26 Jan 2012 19:10:26 GMT
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Sounds better than the old C-130

Subject: Re: Nod Airstrip WIP
Posted by [Taz](#) on Thu, 26 Jan 2012 19:38:05 GMT
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Seriously though, i feel the tower could use some more details.

Subject: Re: Nod Airstrip WIP
Posted by [liquidv2](#) on Thu, 26 Jan 2012 20:40:23 GMT
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if any then not much; it looks fine

ceiling guns? no c4? there's two levels of the wf? Y U DO THIS

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Thu, 26 Jan 2012 21:48:12 GMT
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Taz wrote on Thu, 26 January 2012 14:38
Seriously though, i feel the tower could use some more details.

You are correct. As stated earlier, I plan to add more to it - such as antenna relays and a satellite/radar dish on top. It also needs an entrance, and maybe some outdoor lighting. Otherwise it's pretty similar to what it'll end up looking like.

Liquid: Ceiling guns would function in the same manner as proximity C4 - they defend the interior of your buildings. You don't have to worry about people "over mining", so teamwork becomes more of a focus rather than trivial bullshit like a C4 counter. I'll attempt to make the CGs work without being too strong or weak.

Subject: Re: Nod Airstrip WIP
Posted by Generalcamo on Fri, 27 Jan 2012 01:59:40 GMT
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With gradient textures, I would just make it so that the lights on the airstrip kind of head towards to the direction of the runway, making it look nice, and more realistic.

Subject: Re: Nod Airstrip WIP
Posted by Generalcamo on Fri, 27 Jan 2012 02:01:44 GMT
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Oh yeah, I also have your old airstrip you made for APB a while ago around here some where. I could dig up the interior of that so you could reuse thoserealistic textures. And Screens.

Subject: Re: Nod Airstrip WIP
Posted by liquidv2 on Fri, 27 Jan 2012 02:03:03 GMT
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why would he want to reuse scum?

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Fri, 27 Jan 2012 02:04:01 GMT
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Those "realistic" textures are ripped from The Thing (2002). A good 40 to 50% of all APB textures are essentially lifted from that game. Not going to use them, sorry! The gradient is a neat idea, but I'll look into implementing it. Will probably have to use a gradient over the glow meshes to get it to look right.

The Airfield for APB looked like garbage.

Subject: Re: Nod Airstrip WIP
Posted by Generalcamo on Fri, 27 Jan 2012 02:06:32 GMT
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Just offering.

I remember a tutorial on "blinking lights" which can be used for this purpose if you make it so the meshes are blended together and the UVW map is modified.

Perhaps Renegade Help has it?

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Fri, 27 Jan 2012 02:09:10 GMT
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Haha, I don't need a tutorial on shader networks. I've designed much more complicated effects in other engines. It's as simple as having a black to white gradient overlaid on a stage 1 map which gives the emissive lighting its effect.

Subject: Re: Nod Airstrip WIP
Posted by Generalcamo on Fri, 27 Jan 2012 02:12:17 GMT
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Other then the fact it needs more details, the things it is hopefully getting, it looks just fine.

How will you plan on implementing the custom cinematics that are required for the new plane? Will you create a brand new one? Or will you simply modify the existing one?

Subject: Re: Nod Airstrip WIP
Posted by jonwil on Fri, 27 Jan 2012 21:51:10 GMT
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The cinematics should not need to change very much for the new airplane.

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Sat, 28 Jan 2012 08:14:07 GMT
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Added a small radar dish and other antennae. Cut the door into the control tower, added lighting to the tower that will illuminate the entrance. The radar antenna is now painted completely red. Warning stripes added to the surface of the runway right before the drop-off pad. Fixed up the runway lights so they have a surface texture. Made the control tower about five meters shorter so it still has a commanding view but is less likely to be shot over walls and other obstructions. Need to fix the black "stripe" that appears on the runway when the texture is tiled.

Interior is next. Will attempt to find time to work on this project next week. Starting my new career on Wednesday, will not have as much time to work as I have lately.

Subject: Re: Nod Airstrip WIP
Posted by iRANian on Sat, 28 Jan 2012 10:54:27 GMT
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Will you change the grey-pinkish reds to the orange-ish red seen in the renders? The model looks really good but the reds you're using makes it seem "dull".

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Sat, 28 Jan 2012 17:16:49 GMT
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I can do that. I was worried about making it look like the paint was too "new" on these buildings.

Subject: Re: Nod Airstrip WIP
Posted by iRANian on Sat, 28 Jan 2012 17:26:36 GMT
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I see, maybe add some rusting and dirt like you did to the Repair Facilities? The model itself looks like how I'd imagine the TD Airstrip to look as a high quality model, only the reds feel off. Can't wait to see what you'll be doing for the Hand of Nod and Obelisk.

Subject: Re: Nod Airstrip WIP
Posted by Tupolev TU-95 Bear on Sat, 28 Jan 2012 17:52:21 GMT
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Will you also be adding the construction yard?

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Sat, 28 Jan 2012 17:54:05 GMT
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Well, I can't really add those details on something this big. It would require a 4096x4096 texture just to look right, and Renegade probably wouldn't handle that too well. 2048x is as far as I'd push it in this engine, and that's only something I would use in a blue moon. If I were painting this for my own personal enjoyment and not also for game quality, I would paint it with Mudbox and use PTEX to toss a ton of textures on it, sculpt damage into it, etc.

The Hand of Nod should be pretty quick to build. I'll be taking my Sapphyr character and using her hand to form the base of the hand clutching the Earth. Since she's already rigged for animation, all I need to do is move some control IKs around to get the classic Hand of Nod appearance. Putting the hand into a building will take almost no effort at all.

I won't be doing the Obelisk for Noddingham, or the AGT, unless it's necessary after gameplay testing.

Here's the re-saturated red metal texture as applied to the scene:

/No Construction Yard right now. I will eventually get around to building it for the next project.

Subject: Re: Nod Airstrip WIP
Posted by iRANian on Sat, 28 Jan 2012 18:15:52 GMT
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That colour looks great.

Subject: Re: Nod Airstrip WIP
Posted by Gohax on Sat, 28 Jan 2012 21:19:33 GMT
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TBH, I liked the more dual red before you re-saturated it.

Anyhow, everything is looking good man. As I said before, can't wait to play it.

Subject: Re: Nod Airstrip WIP
Posted by liquidv2 on Sun, 29 Jan 2012 01:36:05 GMT
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Aircraftkiller wrote on Sat, 28 January 2012 11:54

Subject: Re: Nod Airstrip WIP
Posted by Generalcamo on Sun, 29 Jan 2012 05:56:23 GMT
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Umm, I have a suggestion for your hand of nod. Could you add the Nod Logo on the arm of the hand as it was in TD beta? Like so:

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Sun, 29 Jan 2012 06:35:47 GMT
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I don't see why not. I'll probably have to end up painting the hand in Mudbox so I'll just stencil it on the building when I get around to it.

Subject: Re: Nod Airstrip WIP
Posted by Aircraftkiller on Fri, 03 Feb 2012 05:05:27 GMT
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Update: The exterior is now in Max 8, and I've got it running in W3D Viewer.

The runway lights are fully functional and act like Approach Landing System lights for VFR landings. They strobe in sequence, in other words. I've been working on the interior and have it mostly completed. Will get images of it up eventually. Probably going to do the Tiberium Refinery next, and then the Hand of Nod and the Infantry Barracks. Once that's done I can start finishing Noddingham up for a public release.

Subject: Re: Nod Airstrip WIP
Posted by Jerad2142 on Fri, 03 Feb 2012 14:10:49 GMT
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Strobbing is good, wish TT team or someone would make a dynamic lighting system for Ren, would be cool if Ren could pull off Deadspace level of dynamic lighting.

Subject: Re: Nod Airstrip WIP
Posted by iRANian on Fri, 03 Feb 2012 15:47:00 GMT
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Looks amazing.

Posted by Aircraftkiller on Fri, 03 Feb 2012 20:47:41 GMT
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http://www.youtube.com/watch?v=8YFLRpuEQFg&feature=youtu.be

There's a crappy version of it in W3D Viewer. It cuts out half-way through and comes back at the end because I'm talking to Fabian about the strobe effect on AIM.