
Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [SomeRhino](#) on Wed, 31 Dec 2003 07:03:48 GMT
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Just letting you all know, since the biggest complaint about SS was the Unit textures. Genocide has now been recruited to update the Vehicles and Weapons textures while I redo the Infantry. Here's some of his work thus far:

Note: Stealth tank is not actually compacted that way in-game.

I might as well also add that the Chem Warrior has now been completed:

Enjoy!

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Dante](#) on Wed, 31 Dec 2003 07:48:16 GMT
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looking alot better, could still use some work (the character skin for instance) but is coming along alot better

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Imdgr8one](#) on Wed, 31 Dec 2003 07:56:59 GMT
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Somerhino you ARE alive!

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Aircraftkiller](#) on Wed, 31 Dec 2003 08:58:10 GMT
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Gripes from seeing those images:

MRLS looks like it's sat out in the snow, instead of being battle worn.

Humm-vee's windshield vertexes, at top, should be on the same X\Y coordinate as the bottom of the windshield. All Humm-vees have flat, non-sloped, windshields. Other than that, it's almost perfect. Could use another door behind the driver's side.

Artillery looks almost nothing like it did in TD. Looks more like a mobile penis... Seriously though, it needs to be remodeled if you're really going for the TD feel. Renegade Alert's Artillery is a good example of this, but its model is getting replaced by a more detailed one soon.

Stealth Tank is too... fat. It's not "spider" enough from what that image shows. "Spider" being the way the four wheels are arranged.

My biggest problem is the soldiers. They don't look human... And the Chemical Warrior didn't wear any kind of green suit. It was an olive drab hazmat level 1 suit with a gas mask to filter out the Tiberium gas.

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Genocide](#) on Wed, 31 Dec 2003 09:14:19 GMT
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I'll take that into account, ack, but Somerhino will have to think about remodelling things.

The Stealth tank is more spider , that was weird Render.

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Deactivated](#) on Wed, 31 Dec 2003 14:56:37 GMT
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The Nod infantry and vehicles shouldn't be so red.
If you are doing by TD style, they should have urban camouflage.

The Chem Warrior's weapon looks like a weird tube.

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [bigjoe14](#) on Wed, 31 Dec 2003 17:17:52 GMT
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I've always agreed that they vehicles should be grey like they were in Tiberian Dawn.

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Deactivated](#) on Wed, 31 Dec 2003 19:53:40 GMT
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bigejoe14 I've always agreed that they vehicles should be grey like they were in Tiberian Dawn.

More like black, grey and white.

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Sir Phoenixx](#) on Thu, 01 Jan 2004 14:56:07 GMT
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Besides what was already said... The stealth tank should be black and alot flatter. Open up Tiberian Dawn and play that movie of the stealth tank racing towards the GDI base in the desert and make it from that.

(Also, it's supposed to have a rocket launcher on top of the turret, instead of two guns in the turret.)

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [spreegem](#) on Thu, 01 Jan 2004 16:47:29 GMT
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SomeRhino

Note: Stealth tank is not actually compacted that way in-game.

Read what SomeRhino said . . . he already said it was alot flatter than that, or compacted but I imagin un comacted it will look flatter.

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Deactivated](#) on Thu, 01 Jan 2004 16:48:49 GMT
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Just for reference...

Light Tank=M2 Bradley Fighting Vehicle
Medium Tank=M1A2 Abrams Main Battle Tank
APC=M113A2 Armored Personell Carrier
Apache=AH-64 Apache (not Longbow) Attack Chopper
Support Aircraft=A-10 Thunderbolt II (Warthog)
Hornet=F/A-18 Hornet fighter jet
Humvee=HMMWV M1025 Truck
Cargo Plane=C-130 Hercules propeller jet
Hovercraft=Air Cushion Landing Craft LCAC
Transport=CH-47 Chinook Transport Chopper
Mammoth Tank=Custom M1A2 with wider body, dual cannons and missile launchers.
Rocket Launcher=M270 Multiple Launch Rocket System
SSM Launcher=Custom M270 with a platform instead of a box for launching Jonest John

free-flight rockets.
Mobile Artillery=M110A2 Self-Propelled Howitzer?

Also, the Power Plant is a nuclear power plant.

You might find this useful..
<http://www.fas.org/>

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [OrcaPilot26](#) on Thu, 01 Jan 2004 17:12:34 GMT
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The cargo plane is actually a C-17

Subject: C&C Renegade: Sole Survivor Texture Artist
Posted by [Deactivated](#) on Thu, 01 Jan 2004 17:29:09 GMT
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OrcaPilot26The cargo plane is actually a C-17

C-17 does not have propellers.
