Subject: Need a few images
Posted by Flugente on Wed, 15 Oct 2014 21:38:44 GMT
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I have a small image request. In order not to take up valuable mapping time from a certain mapper/artist, I seek volunteers this time.

The job: In autoresolve, each soldier is represented by a little face image. These are the ones that currently exist (mercs are handled elsewhere and are good as they are):

They stand for

ADMIN_FACE,
TROOP_FACE,
ELITE_FACE,
MILITIA1_FACE,
MILITIA2_FACE,
MILITIA3_FACE,
YM_CREATURE_FACE,
AM_CREATURE_FACE,
YF_CREATURE_FACE,
AF_CREATURE_FACE,
HUMAN_SKULL,
CREATURE_SKULL,
ELITEF_FACE,
MILITIA1F_FACE,
MILITIA2F_FACE,
MILITIA3F_FACE,

As you can see, we currently do not have faces for female admins and female troops. This should be corrected, women deserve to be shot in the face just as men do!   :superman:
Also, female elite militia do not wear camo, unlike all other elites, which is likely sexist (is it? I don't know. If we search long enough we'll likely find someone who says it is)
Furthermore, if we ever were to, say, add zombies and civilian factions to the strategic map, we would need faces for them too. There's a staggering amount of other work for that of course, but this part you can actually do

You can get the .sti file here.
So yeah. Looking forward to your work   :venus:

P.S.: If you feel like contributing more...

Subject: Re: Need a few images
Posted by Flugente on Mon, 09 Feb 2015 22:11:19 GMT
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Posting both as a reminder and a new request: we also have no image for tanks in autoresolve. They currently don't 'happen' in autoresolve, I'm currently fixing that. So a fitting pic for tanks

would be nice (perhaps even with a destroyed version, should anybody ever manage to destroy one of those).

And this is why I need an image for a tank...

After all, now that one could create a legion of militia and equip them with armor and guns, we need something to stop the blue-green hordes, no?

Subject: Re: Need a few images
Posted by CVB on Wed, 11 Feb 2015 09:21:07 GMT
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I will try to do the tanks. Which pixel size do you need?
The portraits I will leave to someone else, I simply suc^h^h^h have to much room for improvement at painting faces...

Subject: Re: Need a few images
Posted by Flugente on Wed, 11 Feb 2015 11:05:34 GMT
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Very good. 31x27 pixels, in the first post I linked the STI-file, in case you want to try out its palette.

Subject: Re: Need a few images
Posted by Flugente on Wed, 11 Feb 2015 21:47:22 GMT
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Thanks to Anomareh, I now have pics for tanks:

And because of that, I hereby announce that as of r7728/GameDir r2205, tanks can now fight in autoresolve!

Subject: Re: Need a few images
Posted by silversurfer on Wed, 11 Feb 2015 22:34:57 GMT
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Nice pictures.

Can militia even destroy one of these in auto resolve? If not I find it a bit unfair.

Subject: Re: Need a few images
Posted by Flugente on Wed, 11 Feb 2015 22:42:55 GMT
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Hehe, check out the above video ;-)

As of now, anybody with an RPG/mortar can. However, they only use those when they are firing at the tank (whom we attack in autoresolve is chosen at random). As a result, tanks are much, much more dangerous than they already are if they are backed up by infantry, as it then becomes much harder to fire at them. Which seems extremely realistic to me.

Also, you will need several hits against a tank. Now, RPGs aren't that accurate (compared to a tank's main gun), and keep in mind that you need to carry along all those rockets... it is doable, but as seen above, one can run out of rockets, and then you're pretty much dead.

Subject: Re: Need a few images
Posted by Flugente on Thu, 12 Feb 2015 19:07:25 GMT
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In what must be considered a great moment for gender equality, you can now kill female admins and regular troops in autoresolve, as Anomareh added faces for them:

Requires r7730 & GameDir >= r2206.

Subject: Re: Need a few images
Posted by wanne (aka RoWa21) on Mon, 20 Apr 2015 20:31:49 GMT
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Nice work Flugente & Anomareh!
Btw, what about explosives? Can they be us used to kill tanks if they are available in mercs/militia equipment when using auto resolve?

Subject: Re: Need a few images
Posted by Flugente on Mon, 20 Apr 2015 20:56:55 GMT
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Nope. Only RPGs/mortars work.

Subject: Re: Need a few images
Posted by Flugente on Sun, 13 Mar 2016 14:41:13 GMT
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I am nearing completion of another new enemy type - the missing link between infantry soldier and M48 Patton, the armoured jeep (think Humvee or similar). For this, I need autoresolve pictures too, similar to those for tanks above (images 4 and 13) (jeep and destroyed jeep). Same size and everything. Help is appreciated

Edit: You can get the newest version of the .sti file here.

Subject: Re: Need a few images
Posted by CVB on Sun, 13 Mar 2016 16:01:14 GMT
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Something like this?
Added armored jeep and wreck as frames 20 and 21.

Subject: Re: Need a few images
Posted by Flugente on Sun, 13 Mar 2016 19:07:36 GMT
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Yes! Thank you!

The transparency is a bit off, but that issue is also present in most other images, so no problem.

Subject: Re: Need a few images
Posted by CVB on Sun, 13 Mar 2016 19:23:01 GMT
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Are these armored jeeps for the army only, or can they also be captured/used by the player team?

And do you also need vehicle .STIs for tactical? Or will you re-use the Hummer? The NightOps mod contains Hummers with machinegunners in the back, IIRC.

Subject: Re: Need a few images
Posted by DepressivesBrot on Sun, 13 Mar 2016 19:32:12 GMT
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It's the normal Humvee with an RWS based on the robot that smeag drew up during last year's summer meeting. An enclosed turret or RWS is a core requirement for any alternatives to sidestep the whole 'snipe the gunner' mess.