
Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:37:00 GMT
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quote:Originally posted by PiMuRho:"I was not satisfied with ack's model of the tiberium sponge, so I made my own"He's not used anything of yours.That's right I made them completely by myself. I can even tell you me secret formula.<_<>_>I made a tetra geosphere with 4 segs and moved around the vertices around a little to look like the TD ones, then gave it a 0201Oldwood.tga texture and gave it a uvw mapping and didn't change the U, V, or W tile; I left them as 1. Then I made a box with two high segs and moved the middle edge up a little then moved the top four vertices close together. Then extracted the sponge skin from always.dat and imported it into the paint shop pro demo and exported as bmp. Then I opened it up in paint and cropped it so there was nothing but the yellow crystal color at the top. Then I gave the crystal that texture and didn't change the U, V, or W tile. Then I rotated it around a bit and cloned it. Then I just moved them around.^copyrighted ^P.S. I didn't download even download yours. The only thing mine has with yours is that I looked at yours in renegade to try to find what texture the crystals had because I couldn't find it in the textures package. WW didn't even put that texture in there . they should have.Edit: I'm still readying the sponge for download. Attaching the objects together, renaming, and creating four differen't ones so they look more random. Oh yeah, and they aren't collidable so they wont get in infatry or vehicles way, but projectiles can't go through them. You can change any of these collision settings if you want. [February 24, 2003, 12:51: Message edited by: dead4ayear2]
