

---

Subject: C&C Sand preview images

Posted by [Anonymous](#) on Fri, 31 Jan 2003 14:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Sir Phoenixx: quote:Originally posted by aircraftkiller2001:As for you, Sir Ass... Point fingers at your vehicles. "Wow, I can make vehicles that are unskinned! Amazing!" Where are your maps? Haven't seen you do any...lol...There is so much difference between what I said about your [crappy] map and what you just said! model it, show the model off, than skin it, than show the skin off. Show me how I can make a skin magically appear on the model while I'm modeling it, without skinning it at all and I'll be impressed...There is almost no difference in making a map for Renegade than there is for making a Weapon or a Vehicle for Renegade. Almost everything is done in Gmax.I don't need to have made a map to know if someone else's map sucks. It's called common sense, and you apparently don't have any of it.(apparently you also lack the ability to argue intelligently)No, I lack no ability to argue... I saw no reason to argue in this thread to begin with until you reared your childish, malcontented face."I model it, show the model off, than skin it, than show the skin off. Show me how I can make a skin magically appear on the model while I'm modeling it, without skinning it at all and I'll be impressed..."I really don't give a \*\*\*\* about the processes involved in making a model that you'll never use for anything in Renegade. Please, find something better to discuss."There is almost no difference in making a map for Renegade than there is for making a Weapon or a Vehicle for Renegade. Almost everything is done in Gmax."Here's our Ignorant Statement of Today! Wake up, look at it... They may be modeled in Max, but that doesn't mean the processes are the same for everything. That's as absurd as saying "Characters are the same as making vehicles!" Each type of constructed model or map has a different process to go about before actually being able to call it a map or model. For instance, maps can't look like a vehicle... That's just stupid. Vice-versa for maps, how stupid would it to drive a vehicle that looked like a map? The processes involved are vastly different and are only tied together by Discreet's Max and gMax programs."I don't need to have made a map to know if someone else's map sucks. It's called common sense, and you apparently don't have any of it."Apparently, you're an idiot... I've been making maps for over four years now, and I know what I'm doing... Compared to you, at least. Therefore, my opinions and work speak for themselves far more than what your opinion would, as it holds no weight or experience in mapping and as such, makes you look more like a tard than you actually are.

---