
Subject: The mod you all love !

Posted by [Renardin6](#) on Sun, 13 Mar 2005 08:35:07 GMT

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nod logo will be removed from cyborg weapon.

For the animation of the mammoth, it's a test anim, like the titan's one.

Let's see final version of PermaGrin. I will post it when I get it.

Oh and yes : OMG that stuff looks like plastic!

I didn't gave reflection or metal look to the cyborg because it will gets a metal reflection on most part of its body. (so plastic look on purpose, having a textured reflection and one added with some effects would look bad)

Ack, just to help you for the renders (the master of max renders 'news' don't know what's from max, interesting...) :

The renders on 'cybergooch style' are on 3dsmax.
The other pics and the animations are all w3d stuff.

Thx for the constructive critics from 'some people' here. Again let's see what can be done for the next version of mammoth's animation. But having a mammoth moving one leg after another would be extremely slow... Just what I think.

Also for the 'thing' you call a dm map, it's only the empty interior of the obelisk, we have some stuff to add on that empty place now...
