
Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Sir Phoenixx](#) on Thu, 08 Dec 2005 14:30:24 GMT

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

Since it's electronic/digital, you can add an on/off switch, and a zoom in and a zoom out button, and maybe a manual focus button on top in a little panel.

For the body, the larger part, you could give the edges between it's sides and the front and back an extra edge, so it doesn't look as blocky. I did a quick example of what I mean in the image with the red.

A quick way to do this would be to delete the polygons all the way around the sides (crossed with the blue line), then with no other polygons selected, create a polygon out of the vertices that make up the edge of the polygons highlighted in green, making sure the new polygon is facing towards the back. Extrude the entire polygon back slightly, scale it up, then extrude back again to form the body, then back again and scale down slightly to make the new edge, and weld the vertices together to the corresponding ones on the back, and delete the now hidden polygon.

You can also do the same thing to the part behind it that's connecting the eye pieces.

Also, you can take the extra end segment out of the lenses on the front since that won't be seen in game at all, and the roundness of it won't be noticeable in renders/screenshots of it without the lines, or with a texture on.

File Attachments

1) [Nodbinoculars.jpg](#), downloaded 282 times

