
Subject: C&C Tiberium Garden

Posted by [Aircraftkiller](#) on Sun, 16 Oct 2011 04:26:36 GMT

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Fabian (better known as SEAL on here, before he changed his name) and I are working on a special "mod map" for Renegade that will re-create the world of Tiberian Dawn in first person. Right now, we've got set tasks and we're progressing nicely. Fabian is handling prop work (such as trees, bushes, etc) while I'm developing vehicles, building exteriors and interiors, and the terrain mesh. The beauty of this is that it will run as a regular *.MIX file and you'll get all of the new buildings and vehicles without needing to install any stand-alone mods.

It's not going to be built from the original Tiberium Garden map layout. I'm using the displacement map I painted for Keep off the Grass in Red Alert. Here's what it looks like for now.

Here's the GDI Weapons Factory. The door opens, there's an elevator that brings vehicles up from the ground floor. You take ladders to the catwalks and take an elevator to the control room where the MCT is situated.

Compared to the Renegade WF, you can see the difference in detail.

Here's the Advanced Power Plant, however, it's an older version without proper textures.

Here's the Tiberium Harvester that I've been modeling every so often for the past week.

It's designed (and animated) so that the "mouth" on the bottom will open as it harvests. I'm also planning on developing the same animation it used in TD - the Refinery pulls the holding tank off of the Harvester after the Harvester's cab splits in half to allow it. It then gets "plugged into" the roof of the Refinery to hold it still, and is replaced inside the Harvester and it continues to harvest.

I'll be painting it shortly. We've got a bit of work left to do, but there's a few structures that have their exteriors finished as of now. I've done the Turret, Repair Facilities, Power Plants, Advanced Power Plants, and the Weapons Factory. I'll be developing the Airstrip afterward using this radar antenna I created months ago:

Bear in mind that I'm developing these structures and vehicles to be as accurate to Tiberian Dawn as is possible. I don't have a release date yet. I can't even guarantee that we'll release anything at all, but we're plodding forward and should have something to show within a month or two.

Last but definitely not least, check out Fabian's impressive tree props, Tiberium sponges/crystals, and assorted other items.
