
Subject: "old art assets", whats out there
Posted by [jonwil](#) on Sat, 29 May 2004 13:21:49 GMT
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I personally have the following:
all the official zips from the WS FTP (e.g. buildings.zip, renegadetextures.zip etc)
the contents of otherassets.zip (conyard, flame tank, humvee, bike, gun emplacement, hovercraft, light tank, truck and some kind of plane)
the old medium tank with the multiple textures
And the old longbow apache (I think its got some wheels or something)

I am also aware of the old harvester (being used by the Commmando mod) plus a bunch of old levels that ACK finished up.

Are there any other things out there (old buildings that pre-date the building models in buildings.zip, old vehicles not in the zips mentioned above or whatever?)

Things that are available for download, things that a modder has but hasnt made public, basicly anything that exists outside of whatever vault EA put all that stuff into.

Subject: "old art assets", whats out there
Posted by [OrcaPilot26](#) on Sat, 29 May 2004 13:45:40 GMT
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If you didn't know, buildings.zip has the original refinery and silo models. I also think C&C Commando has the original Nod Buggy.

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Sat, 29 May 2004 13:58:33 GMT
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OrcaPilot26I also think C&C Commando has the original Nod Buggy.

But it is not the official one. Just a model based on an old screenshot.

Subject: "old art assets", whats out there
Posted by [Sanada78](#) on Sat, 29 May 2004 16:17:30 GMT
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There's still loads of stuff that isn't available in Max/W3D format. Apart from the stuff released by Aircraftkiller and PiMuRho, I haven't seen these things:

Nod Advanced Power Plant.
Nod Rader Center.

Older version of Tiberium Silo.

Older version of Tiberium Refinery

A slightly different and bigger version of the Mammoth Tank (Current one could be modified to it anyway).

Older version of the GDI Officer (seen in the Renegade preview video that came with Yuri's Revenge.

Orca model with different texture.

Older Nod Buggy, (there was also a slightly different version of the current one wich had front head lights in the texture).

Can't think of anything else right now.

Subject: "old art assets", whats out there

Posted by [phlakaton](#) on Tue, 01 Jun 2004 21:03:57 GMT

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the bottom line on older models is that you wouldn't want them anyway. Those models in the zips were way better than those older ones by a mile. I made a cool tiberian sun version of the nod buggy first so let me see if that is around in my files... yoou guys would like that sucker a lot.

Subject: "old art assets", whats out there

Posted by [tooncy](#) on Tue, 01 Jun 2004 21:08:09 GMT

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Cool, more models from Eric.

Subject: "old art assets", whats out there

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 21:17:43 GMT

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He does have a point. That Communications Center, for example, looked like ass.

Doesn't even look like the Communications Center from C&C.

Subject: "old art assets", whats out there

Posted by [phlakaton](#) on Tue, 01 Jun 2004 21:29:05 GMT

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I always thought that model would have been cooler had it not been for the texture-work... the design of the building was ok... nod being a scavanger type group and all but the poor thing was

in the hands of an artist that wasn't doing his best then. It had an interior too... btw--- I cannot locate the nodbuggy I was yapping about so sorry if anyone's hopes were up. Hehe.

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Wed, 02 Jun 2004 08:57:57 GMT
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phlakatonI always thought that model would have been cooler had it not been for the texture-work... the design of the building was ok... nod being a scavenger type group and all but the poor thing was in the hands of an artist that wasn't doing his best then. It had an interior too... btw--- I cannot locate the nodbuggy I was yapping about so sorry if anyone's hopes were up. Hehe.

But at least it looked like its Tiberian Dawn counterpart. More than the current one in game does.

Does Genocide's buggy resemble the old buggy a bit?
<http://www.cannis.net/commando/images/c4/screen/buggy.jpg>

It's based on this picture.
<http://www.cannis.net/commando/images/renegade/prop/pcg-oct99-3.jpg>

I'm considering to give out the model as it didn't look like its TD counterpart, which was based on the real USMC Scorpion Fast Attack Vehicle.

Subject: "old art assets", whats out there
Posted by [Phoenix - Aeon](#) on Wed, 02 Jun 2004 10:47:40 GMT
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phlakatonI made a cool tiberian sun version of the nod buggy first [...]

Personally I don't think your TD buggy (which I do quite like btw) resembles Eric's TS buggy.

Subject: "old art assets", whats out there
Posted by [phlakaton](#) on Wed, 02 Jun 2004 15:46:24 GMT
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do you guys not have that nod buggy with the metal framing? The second screenshot in that last post from Seaman?

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Wed, 02 Jun 2004 15:52:42 GMT
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No, I don't have it.

That's why a new model was made based on the screenshot.

The desert humvee (your Humvee) was about get modelled as well, but since the original model was released, there was no need to model it again.

Subject: "old art assets", whats out there

Posted by [Deactivated](#) on Wed, 02 Jun 2004 16:50:10 GMT

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Share the fun!

Original Renegade buggy.

Thanks Eric.

<http://www.cannis.net/yuri/files/NODBuggy.zip>

Subject: "old art assets", whats out there

Posted by [Aircraftkiller](#) on Wed, 02 Jun 2004 17:17:45 GMT

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Where is the Orca Lift Truck?

Subject: "old art assets", whats out there

Posted by [Deactivated](#) on Wed, 02 Jun 2004 17:30:19 GMT

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AircraftkillerWhere is the Orca Lift Truck?

Frankly said, the model got slapped and was turned in to SSM Launcher.

Since we're talking about the truck, here is a few pics of it:

<http://www.cannis.net/commando/images/renegade/concept/hires007.jpg>

<http://www.cannis.net/commando/images/renegade/ingame/hires018.jpg>

Subject: "old art assets", whats out there

Posted by [Renardin6](#) on Thu, 03 Jun 2004 10:10:25 GMT

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it would be cool to get the original renegade weapons, those were cool

Subject: "old art assets", whats out there

Posted by [Deactivated](#) on Thu, 03 Jun 2004 10:17:05 GMT

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Sniper rifle=M82A1 Special Application Scoped Rifle

The weapons were quite low poly, but they had good textures.
I think the old Chem Sprayer was the best.

Subject: "old art assets", whats out there
Posted by [Renardin6](#) on Thu, 03 Jun 2004 10:22:17 GMT

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yeah but do you have those weapons ?

Subject: "old art assets", whats out there
Posted by [phlakaton](#) on Thu, 03 Jun 2004 14:56:38 GMT

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Well... I know for sure that I dont have the weapons files. Sorry. That Orca lift truck... I dont think it was ever fully completed... if it was it was like SeaMan mentioned... only for a short while and then mauled into some other vehicle. We had different versions for multiplayer and single player so sometimes I loose track myself.

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 15:07:58 GMT

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Another pic of it... original C&C render:
<ftp://ftp.westwood.com/pub/cc1/previews/screenshot/orca.gif>

Subject: "old art assets", whats out there
Posted by [phlakaton](#) on Thu, 03 Jun 2004 15:10:38 GMT

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boy... they didn't do much detail back then... not a good looking model at all. Simple bump and simple color map. Yuck.

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 15:17:07 GMT

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<http://www.cannis.net/commando/images/renegade/concept/hires008.jpg>

Original Raveshaw looked badass.

<http://www.cannis.net/commando/images/renegade/concept/hires009.jpg>

Mendoza.. he looks more a South American (Latin) serial killer than the current one (based on original Raveshaw) does.

Subject: "old art assets", whats out there

Posted by [PiMuRho](#) on Thu, 03 Jun 2004 15:22:39 GMT

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phlakatonboy... they didn't do much detail back then... not a good looking model at all. Simple bump and simple color map. Yuck.

You're not kidding. I've just been making some stuff using the original renders/cutscenes as a reference, and some of that stuff is awful

Subject: "old art assets", whats out there

Posted by [Deactivated](#) on Thu, 03 Jun 2004 15:26:24 GMT

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Yeah. That's why it's better to research what real life things they're based on rather than copy them directly.

There are several obvious clues.. Apache= AH-64 Apache.

But some vehicles are harder to figure out.. like figuring out what the Buggy was took about two months to find it out that it was based on Scorpion Fast Attack Vehicle.

Gunboat.. still unresolved.

Subject: "old art assets", whats out there

Posted by [phlakaton](#) on Thu, 03 Jun 2004 15:32:23 GMT

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I didnt hose around with the apache... I went to the real one for the bugger... ended up looking pretty good I thought.

Subject: "old art assets", whats out there

Posted by [PiMuRho](#) on Thu, 03 Jun 2004 15:48:13 GMT

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Yeah well, I'm doing the Flame Tank. No real-life equivalent for that

Subject: "old art assets", whats out there
Posted by [phlakaton](#) on Thu, 03 Jun 2004 15:51:34 GMT
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did you ever get my snow camo version... the 1st one I made for Renegade... never saw the light

Subject: "old art assets", whats out there
Posted by [PiMuRho](#) on Thu, 03 Jun 2004 15:53:19 GMT
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Yeah I did, thanks. Given the polygon budgets you had, it's impressive. What did you use for a reference?

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 15:59:55 GMT
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This?
<http://www.cannis.net/commando/images/c4/flame.jpg>

Was the Orca based on this?
<http://www.cannis.net/commando/images/c4/orca1.jpg>
This one has Hydra 70 rockets and 30mm chaingun.

Subject: "old art assets", whats out there
Posted by [phlakaton](#) on Thu, 03 Jun 2004 16:06:52 GMT
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I based the flamer on that earlier model... I wanted to do something different though so I did the snow camo off the top of my head.

The Orca was based on that earlier one too. I think I might have that 1st rev of it... lemme look for ya... does anyone have it?

Subject: "old art assets", whats out there
Posted by [PiMuRho](#) on Thu, 03 Jun 2004 16:16:04 GMT
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that's what I thought - at least you were able to use the cutscene models as a reference. I had a picture off the Sole Survivor CD case, and some stills from the original C&C cutscene

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 16:18:52 GMT
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phlakatonThe Orca was based on that earlier one too. I think I might have that 1st rev of it... lemme look for ya... does anyone have it?

No, don't have it.

<http://www.cannis.net/commando/images/renegade/concept/hires027.jpg>

and I have this:

Subject: "old art assets", whats out there
Posted by [PiMuRho](#) on Thu, 03 Jun 2004 17:16:45 GMT
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Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 17:21:13 GMT
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Looks kind of deformed.. or is it just the angle?

Subject: "old art assets", whats out there
Posted by [PiMuRho](#) on Thu, 03 Jun 2004 17:22:37 GMT
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Probably the angle. There's slight discrepancies between my mesh and the source pictures, but the overall dimensions are pretty much accurate.

Subject: "old art assets", whats out there
Posted by [Demolition man](#) on Thu, 03 Jun 2004 17:46:22 GMT
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You should have posted that one it looks better on that pic.

Subject: "old art assets", whats out there
Posted by [PiMuRho](#) on Thu, 03 Jun 2004 18:08:49 GMT
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Tut tut, fishing around in my images directory? That's an older revision anyway.

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 19:08:00 GMT
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<http://www.cannis.net/yuri/files/Orca.zip>
Another gift from the gods.

Subject: "old art assets", whats out there
Posted by [Demolition man](#) on Thu, 03 Jun 2004 19:29:24 GMT
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PiMuRhoTut tut, fishing around in my images directory? That's an older revision anyway.

I saw it was a bit older but the POV is better.

Subject: "old art assets", whats out there
Posted by [jonwil](#) on Thu, 03 Jun 2004 23:30:57 GMT
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Other than whats in buildings.zip and the construction yard from the other zip, are there any old art assets that are not vehicles?

Infantry for example?
Or buildings?
Or miscellaneous?

btw, whoever made that jeep/hummvee/whatever it is in the other zip should be applauded, its a damn good model

Subject: "old art assets", whats out there
Posted by [Vitaminous](#) on Thu, 03 Jun 2004 23:49:37 GMT
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Yes, like the old pre-release version of the GDI basic soldier model.
<ftp://ftp.westwood.com/pub/renegade/previews/video/REN02.MPG>
(Just before the "Reinforcements on route." part.)

Subject: "old art assets", whats out there
Posted by [Deactivated](#) on Thu, 03 Jun 2004 23:58:50 GMT
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jonwil

btw, whoever made that jeep/hummvee/whatever it is in the other zip should be applauded, its a damn good model

Eric Kearns

Subject: "old art assets", whats out there
Posted by [Oblivion165](#) on Fri, 04 Jun 2004 10:32:28 GMT
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AprimeYes, like the old pre-release version of the GDI basic soldier model.
<ftp://ftp.westwood.com/pub/renegade/previews/video/REN02.MPG>
(Just before the "Reinforcements on route." part.)

i like these gdi soldiers better, The existing gdi soldiers look kinda wimpy, those guys look like they know what they are doing.

Subject: "old art assets", whats out there
Posted by [Oblivion165](#) on Fri, 04 Jun 2004 11:08:27 GMT
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I'm a fucking retard

the gdi current soldier is kinda like this:

(looks better on black)

Subject: "old art assets", whats out there
Posted by [xptek_disabled](#) on Fri, 04 Jun 2004 16:00:01 GMT
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The GDI soldier is clothed, nurb..
