
Subject: To anybody who knows Agent Gibson..
Posted by [Deactivated](#) on Sun, 20 Jun 2004 17:50:34 GMT
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Please forward the following message to Agent Gibson:

Quote:Hello Agent Gibson, my name is Axle and I'm in charge of Conceptual Art and Public Relations within the mod team of C&C Commando. I work with Seaman on this project and he's asked me to contact you and ask if you'd like to join our mod production team. Right now, we're searching for character modelers with commendable talent and he's told me you'd be perfect for the job. I've seen some of your work that Sea has sent me, true they are very impressive. Of course, there is no pressure and the decision is entirely up to you. If you need more information on our project, log on to <http://www.cncwars.com/commando> .

Alright, thank you for your time and I hope to see you there soon!

Kind regards,

Axle and the Commando Team

Subject: To anybody who knows Agent Gibson..
Posted by [Aircraftkiller](#) on Sun, 20 Jun 2004 18:04:53 GMT
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He's not going to do it. I talk with him frequently, and if you think I'm "bad" about not liking crappy work, he absolutely despises anything in this community that isn't from us.

Which is almost irrelevant anyway, since he's going to medical school and doesn't have the time to contribute to anyone but us.

Subject: To anybody who knows Agent Gibson..
Posted by [Slash0x](#) on Sun, 20 Jun 2004 18:36:41 GMT
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AircraftkillerHe's not going to do it. I talk with him frequently, and if you think I'm "bad" about not liking crappy work, he absolutely despises anything in this community that isn't from us.

Which is almost irrelevant anyway, since he's going to medical school and doesn't have the time to contribute to anyone but us.

You know what he's studying for in medicine? I'm just curious.

Subject: To anybody who knows Agent Gibson..
Posted by [Aircraftkiller](#) on Mon, 21 Jun 2004 05:30:07 GMT

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I don't know, he's a fuckhead and I don't talk to him for very long when I do message him.

Subject: To anybody who knows Agent Gibson..
Posted by [Deactivated](#) on Mon, 21 Jun 2004 10:44:19 GMT

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Oh well... Does anybody where I could look for people with decent character modelling/texturing skills?

Subject: To anybody who knows Agent Gibson..
Posted by [PsycoArmy](#) on Mon, 21 Jun 2004 12:00:55 GMT

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I would but I already doing chracter models for Vengeance. Try another community or any lowp oly modelling comunity.

Subject: To anybody who knows Agent Gibson..
Posted by [icedog90](#) on Mon, 21 Jun 2004 21:01:05 GMT

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PsycoArmyl would but I already doing chracter models for Vengeance. Try another community or any lowp oly modelling comunity.

Renegade isn't "low poly". You can make a basic level with 500k polygons, VIS it, and get the same performance as a regular WW level. Alpha channels and other alpha textures is what slows down the game.

Subject: To anybody who knows Agent Gibson..
Posted by [Phoenix5p](#) on Mon, 21 Jun 2004 21:21:57 GMT

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Try talk to Ash from Imperium Westwood site. I remember he posted his infantry models on IW's forum.

Subject: To anybody who knows Agent Gibson..
Posted by [Deactivated](#) on Mon, 21 Jun 2004 21:46:37 GMT

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Ok... will try

Subject: To anybody who knows Agent Gibson..
Posted by [PsycoArmy](#) on Tue, 22 Jun 2004 10:33:30 GMT
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icedog90PsycoArmyI would but I already doing chracter models for Vengeance. Try another community or any lowp oly modelling comunity.

Renegade isn't "low poly". You can make a basic level with 500k polygons, VIS it, and get the same performance as a regular WW level. Alpha channels and other alpha textures is what slows down the game.

Renegade is low poly just like every other game.
High poly modellnig usually consists of meshsmoothing.

Subject: To anybody who knows Agent Gibson..
Posted by [PiMuRho](#) on Tue, 22 Jun 2004 10:37:22 GMT
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PsycoArmy

Renegade is low poly just like every other game.
High poly modellnig usually consists of meshsmoothing.

High-poly modelling consists of making the models with a high polygon budget from the outset. Meshsmooth doesn't give the desired effect.

Subject: To anybody who knows Agent Gibson..
Posted by [icedog90](#) on Sat, 26 Jun 2004 01:06:00 GMT
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If you know what you're doing, meshsmooth uses up polygons just as much as it does if you were to manually do it.

Subject: To anybody who knows Agent Gibson..
Posted by [PiMuRho](#) on Sat, 26 Jun 2004 05:05:55 GMT
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Building a high poly model is far more efficient than making a low-poly model and meshsmoothing it. It's not a question of adding more polys, it's adding more detail

Subject: To anybody who knows Agent Gibson..
Posted by [Deactivated](#) on Sat, 26 Jun 2004 09:33:13 GMT

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Ash says he hardly can make infantry models
