
Subject: More C&C3 Concept art..
Posted by [Spice](#) on Wed, 25 Aug 2004 06:51:35 GMT
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I dont know if these have been posted or seen yet. I found these in a topic made by Survivor on the n00bstories forums.

Subject: More C&C3 Concept art..
Posted by [Kholdstare](#) on Wed, 25 Aug 2004 06:57:26 GMT
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damn those are nice...

Subject: More C&C3 Concept art..
Posted by [NHJ BV](#) on Wed, 25 Aug 2004 08:01:10 GMT
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drools

Where did these (originally) come from?

And that last one may very well be that first C&C3 pic from the LotR-game event.

Subject: More C&C3 Concept art..
Posted by [Spice](#) on Wed, 25 Aug 2004 08:12:39 GMT
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Supposively , There origin is here: <http://www.goodbrush.com/>

Subject: More C&C3 Concept art..
Posted by [visorneon](#) on Wed, 25 Aug 2004 09:41:13 GMT
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mm they look good

Subject: More C&C3 Concept art..
Posted by [Spice](#) on Wed, 25 Aug 2004 19:33:07 GMT
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Hmm found some more over at C&C den.

http://www.cncden.com/cnc3_concept.shtml

I really like the look of the vehicles. With the hover type look. Reminds me of Mega Man X.

Subject: More C&C3 Concept art..
Posted by [Sir Kane](#) on Wed, 25 Aug 2004 20:04:59 GMT
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I love the GUI of that. It looks so damn sexy.

Subject: More C&C3 Concept art..
Posted by [Weirdo](#) on Wed, 25 Aug 2004 21:14:37 GMT
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It looks like a game after TS, looking at the units and all the aliens. But if you look at the ingame screenshot, the buildings seem to be in a better condition then they were in TS. So it seems, GDI found some solution to stop tiberium from spreading, and was able to get earth back in to shape. Although to my opinion if they ever wanted the world to look like this, they should drop the cars. They look way to old to be in a futuristic game. Of course this was just a try out, so this all could, and possibly will, be different if there will ever be a real C&C3.

Subject: More C&C3 Concept art..
Posted by [hunteroo2](#) on Wed, 25 Aug 2004 21:32:18 GMT
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the first 3 almost look like they could be from a terminator movie...course maybe thats just me...

Subject: More C&C3 Concept art..
Posted by [YSLMuffins](#) on Thu, 26 Aug 2004 03:04:19 GMT
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Those latter screenshots, not the concept art, look like a step backwards from TS.

Have I missed something? Or are all of these just from TAS's website?

Subject: More C&C3 Concept art..
Posted by [Spice](#) on Thu, 26 Aug 2004 06:37:18 GMT
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YSLMuffinsThose latter screenshots, not the concept art, look like a step backwards from TS.

Have I missed something? Or are all of these just from TAS's website?

The later ones kinda do but... It could be the way the story is though. Maybe they have found a way to conceal the effect of tiberium and restore the earth, Clearly its the earth so that rules out them being on another planet. So many possibilitys

I have no clue what TAS stand for.

Subject: More C&C3 Concept art..
Posted by [icedog90](#) on Thu, 26 Aug 2004 06:42:35 GMT
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TAS is the guy who did most of the weapons in Renegade, I think.

Subject: More C&C3 Concept art..
Posted by [SS217](#) on Thu, 26 Aug 2004 07:11:30 GMT
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See that?

See the ship in there, that looks an awful lot like a Viron clan destroyer from Ground Control 2

<http://www.groundcontrol2.com> :rolleyes: [/img]

Subject: More C&C3 Concept art..
Posted by [Renx](#) on Thu, 26 Aug 2004 12:51:06 GMT
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Those first 3 don't look like C&C at all.

If they did turn out to be, then we lose all hope of having a good C&C game, instead of some new

shitfest EA is making...

Subject: More C&C3 Concept art..
Posted by [kurt421](#) on Thu, 26 Aug 2004 14:13:22 GMT
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use this http://www.cncden.com/cnc3_pics/cnc3_concept.zip
its a 1.33MB download and theres all those pictures with a good few more.[/url]

Subject: More C&C3 Concept art..
Posted by [PiMuRho](#) on Thu, 26 Aug 2004 14:53:12 GMT
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RenxThose first 3 don't look like C&C at all.

If they did turn out to be, then we lose all hope of having a good C&C game, instead of some new shitfest EA is making...

That was all concept art done at Westwood for the initial phase of C&C3's development. EA went with Generals instead.

Subject: More C&C3 Concept art..
Posted by [Spice](#) on Thu, 26 Aug 2004 17:49:04 GMT
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Those are the rest. Too bad this wasnt chosen , the enviroment in the concept is really nice looking. Reminds me of Twisted Metal 2.

Subject: More C&C3 Concept art..
Posted by [Vitaminous](#) on Thu, 26 Aug 2004 17:49:39 GMT
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SS217

See that?

See the ship in there, that looks an awful lot like a Viron clan destroyer from Ground Control 2

<http://www.groundcontrol2.com> :rolleyes: [/img]

Right, everyone is wrong and the artist is a liar.

Subject: More C&C3 Concept art..

Posted by [loser99](#) on Thu, 26 Aug 2004 19:58:26 GMT

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Weirdolt looks like a game after TS, looking at the units and all the aliens. But if you look at the ingame screenshot, the buildings seem to be in a better condition then they were in TS...

this is obviously just a test for graphics and engine I think. I really hope EA DOESNT FUCK UP THE STORY, but I know they will after playing Renegade

Subject: More C&C3 Concept art..

Posted by [Doitle](#) on Thu, 26 Aug 2004 20:00:01 GMT

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Man that Minivan up there is DUB CITY... Those rims are like half the total height of the van.

Subject: More C&C3 Concept art..

Posted by [PiMuRho](#) on Thu, 26 Aug 2004 20:40:36 GMT

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loser99Weirdolt looks like a game after TS, looking at the units and all the aliens. But if you look at the ingame screenshot, the buildings seem to be in a better condition then they were in TS...

this is obviously just a test for graphics and engine I think. I really hope EA DOESNT FUCK UP THE STORY, but I know they will after playing Renegade

You're assuming that EA are actually making C&C3. They're not (for the moment, at least)

Subject: More C&C3 Concept art..

Posted by [Weirdo](#) on Thu, 26 Aug 2004 21:29:42 GMT

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loser99Weirdolt looks like a game after TS, looking at the units and all the aliens. But if you look at the ingame screenshot, the buildings seem to be in a better condition then they were in TS...

this is obviously just a test for graphics and engine I think. I really hope EA DOESNT FUCK UP THE STORY, but I know they will after playing Renegade

True, it is a test, but since they use the sage engine and not some new engine, they could atleast adjust there new test maps a bit to what they want the game to look like. Also that highway and vehicle concepts, look like the condition of earth has gotten better. Specially if you remind that in Firestorm there wasn't much normal civilization left on earth.

But I must say I was wrong about the vehicles used, ingame since the concept art of new vehicles are much better.

Subject: More C&C3 Concept art..
Posted by [visorneon](#) on Thu, 26 Aug 2004 22:22:20 GMT
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Hmm just looking at the second to last screenshot, you can kinda see how EA got the idea for generals, apart from the units it looks very similar indeed

Subject: More C&C3 Concept art..
Posted by [Spice](#) on Thu, 26 Aug 2004 22:28:05 GMT
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DoitleMan that Minivan up there is DUB CITY... Those rims are like half the total height of the van.
Hehe that is how they ride in the future , Or did you not know.
