
Subject: Renegade 2 stuff
Posted by [Madtone](#) on Sat, 28 Aug 2004 16:56:39 GMT
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Ok, i got the .max for this:

and i will have the .max for this later:

<http://www.chuckcarter.com/renegade/pictures/refinery01.html>

Subject: Renegade 2 stuff
Posted by [Sir Kane](#) on Sat, 28 Aug 2004 17:21:54 GMT
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Haxx.

Subject: Renegade 2 stuff
Posted by [Renx](#) on Sat, 28 Aug 2004 17:28:40 GMT
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Wow, sounds great. Maybe you could use this stuff for a C&C mod on a newer game sometime?

Subject: Renegade 2 stuff
Posted by [Madtone](#) on Sat, 28 Aug 2004 17:30:22 GMT
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Well i won't reveal what its going to be used for yet..

But also might be getting not just these stuff i list/showed, also maybe some more.

Subject: Renegade 2 stuff
Posted by [Demolition man](#) on Sat, 28 Aug 2004 17:32:15 GMT
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like dante?

Subject: Renegade 2 stuff
Posted by [Spice](#) on Sat, 28 Aug 2004 18:00:46 GMT

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Map Name: A bridge Too Far

Gampaly: A big bridge from renegade 2. w3333 It be fun/

Subject: Renegade 2 stuff

Posted by [Naamloos](#) on Sat, 28 Aug 2004 19:53:08 GMT

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Lol, fun indeed in renalert, to bad i don't have it

Subject: Renegade 2 stuff

Posted by [Madtone](#) on Sat, 28 Aug 2004 20:58:32 GMT

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Heres the ref:

will let you guys know what else i attain.

Subject: Renegade 2 stuff

Posted by [PermaGrin](#) on Sat, 28 Aug 2004 21:23:10 GMT

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Fancy me with some poly counts please.

Subject: Renegade 2 stuff

Posted by [visorneon](#) on Sat, 28 Aug 2004 21:57:16 GMT

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mmm looks good

Subject: Renegade 2 stuff

Posted by [htmlgod](#) on Sat, 28 Aug 2004 21:57:58 GMT

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Those look pretty nice. Any chance of them being textured as nicely?

Subject: Renegade 2 stuff
Posted by [Renx](#) on Sat, 28 Aug 2004 21:58:05 GMT
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Do these all come with interiors as well? And I don't suppose you'd let us know how you're getting them...?

Subject: Renegade 2 stuff
Posted by [Madtone](#) on Sat, 28 Aug 2004 22:05:48 GMT
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Interiors... possibly

Textured... I'll do them myself

where im getting from.. i know some people that know some people that know some people, if you know what i mean

Subject: Renegade 2 stuff
Posted by [Renx](#) on Sat, 28 Aug 2004 22:12:10 GMT
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Lol, alright. Well as long as you're getting them, and put them to good use

Subject: Renegade 2 stuff
Posted by [Panther](#) on Sat, 28 Aug 2004 22:20:53 GMT
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I know exactly where you're getting them. But i'll observe the vow of silence.

Subject: Renegade 2 stuff
Posted by [Aircraftkiller](#) on Sat, 28 Aug 2004 22:55:18 GMT
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Why does it matter where he's getting them from? That refinery looks like ass to begin with, and the bridge is just a shape repeated over and over with some supports beneath it. I don't know why anyone would want them unless you plan on putting them into that "D6" thing...

Subject: Renegade 2 stuff
Posted by [xptek](#) on Sat, 28 Aug 2004 22:58:37 GMT

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Looks much better than anything in Renalert.

Subject: Renegade 2 stuff

Posted by [Madtone](#) on Sat, 28 Aug 2004 22:58:46 GMT

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lol.... just, lol!

Subject: Renegade 2 stuff

Posted by [Aircraftkiller](#) on Sat, 28 Aug 2004 23:28:11 GMT

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What was the point of saying that? It's obviously going to have more detail because the team was aiming for enormous polygon counts, something rivaling HL2 and Doom 3.

That's irrelevant to the fact that what I said had nothing to do with RA. Stop being an idiot xptek.

Subject: Renegade 2 stuff

Posted by [Beanyhead](#) on Sun, 29 Aug 2004 00:01:18 GMT

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EXdeath7Map Name: A bridge Too Far

Gampaly: A big bridge from renegade 2. w3333 It be fun/

LOL... I love that.

Subject: Renegade 2 stuff

Posted by [Dante](#) on Sun, 29 Aug 2004 01:05:22 GMT

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AircraftkillerWhy does it matter where he's getting them from? That refinery looks like ass to begin with, and the bridge is just a shape repeated over and over with some supports beneath it. I don't know why anyone would want them unless you plan on putting them into that "D6" thing...

watch your tone.

funny how you call chuck carters work ass though.

Subject: Renegade 2 stuff

Posted by [Doitle](#) on Sun, 29 Aug 2004 01:08:44 GMT

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Aircraftkiller, whomever you know who has an ass that looks like that, needs serious medical attention. That is DEFINATELY not normal. They may be too self concious to have it checked out but it's your duty as their friend to convince them to go.

lol

Subject: Renegade 2 stuff

Posted by [smwScott](#) on Sun, 29 Aug 2004 01:21:49 GMT

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These obviously are very impressive models, by any standards. I wonder how well they'll perform in the current version of W3D though, I assume many optimizations to the engine came with the higher polygon counts.

Subject: Renegade 2 stuff

Posted by [cowmisfit](#) on Sun, 29 Aug 2004 01:44:38 GMT

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Doitle<http://www.nova-studios.com/ren2/bridge01.jpg>

Aircraftkiller, whomever you know who has an ass that looks like that, needs serious medical attention. That is DEFINATELY not normal. They may be too self concious to have it checked out but it's your duty as their friend to convince them to go.

lol

LOL thanks for the laugh man, the 10 min laugh HAHA

Subject: Renegade 2 stuff

Posted by [deadaim00](#) on Sun, 29 Aug 2004 02:35:18 GMT

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Aircraftkiller!It's obviously going to have more detail because the team was aiming for enormous polygon counts, something rivaling HL2 and Doom 3.

Actaually.... Doom 3's models are surprisingly low in polygon count. Its all the textures that brings it

out, read more... you find some interesting things.

Subject: Renegade 2 stuff

Posted by [Doitle](#) on Sun, 29 Aug 2004 02:56:53 GMT

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I dunno... Poly counts on a model can be deceiving. If the model is displacement mapped that adds polys at runtime but not "official polys". You know what I mean? I know they used that in Riddick, and with the ALL OUT style of Doom 3's graphics I would assume they use it too.

Subject: Renegade 2 stuff

Posted by [PiMuRho](#) on Sun, 29 Aug 2004 04:55:56 GMT

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Normal mapping, not displacement mapping.

Subject: Renegade 2 stuff

Posted by [NeoX](#) on Sun, 29 Aug 2004 05:58:30 GMT

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Ak you need to understand that your skills are like beginner. But you think your the best. You see in that bridge there is actual detail on it unlike your models.

Subject: Renegade 2 stuff

Posted by [Renardin6](#) on Sun, 29 Aug 2004 06:51:44 GMT

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Polyucount of doom 3 models are low.

The main stuff that makes you need a good graphic cards are bump mapping, shadow effects, AA and some other effects on the textures.

Bump mapping everywhere is hard for low price cards.

Subject: Renegade 2 stuff

Posted by [Madtone](#) on Sun, 29 Aug 2004 10:08:22 GMT

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textured bridge:

Working on the ref as we speak

Subject: Renegade 2 stuff

Posted by [NeoX](#) on Sun, 29 Aug 2004 10:09:18 GMT

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yes as we speak.

Subject: Renegade 2 stuff

Posted by [YSLMuffins](#) on Sun, 29 Aug 2004 13:52:17 GMT

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Awww, c'mon, don't just use a bland concrete texture to cover perhaps sixty percent of the thing!
Make it look interesting...

Subject: Renegade 2 stuff

Posted by [Madtone](#) on Sun, 29 Aug 2004 14:00:15 GMT

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Ok, im open for suggestions

Subject: Renegade 2 stuff

Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 14:29:58 GMT

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Post the 3DS on the forum and I'll take a go at texturing it.

Quote: Ak you need to understand that your skills are like beginner. But you think your the best.
You see in that bridge there is actual detail on it unlike your models.

ROFL...

What did you not understand about what I said? I have polygon restrictions to observe of course that has more detail... That fucking bridge probably has more polygons than six Mammoth Tanks do in RA, and each Mammoth Tank is about 2,150 polygons.

Being a professional artist for a game doesn't include using too many polygons when the budget does not allow it. If you go back and play Medal of Honor, you'd notice that the character models are really low detailed yet they look and work great in the game. That's professionalism, doing

what is required to run good and look good at the same time with the target audience.

Sure, if I wanted to, I could make buildings with 10,000 exterior polygons, and give them 30,000 polygon interiors... Just so you'd shut up and find something else to complain about, but then you'd be whining that your framerate would drop like a sack of Reborn because of the engine pushing 250,000 polygons a game just on the game levels, without dynamic objects.

Subject: Renegade 2 stuff
Posted by [Madtone](#) on Sun, 29 Aug 2004 15:32:09 GMT
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Another misc model:

That object in the middle is a war factory

Subject: Renegade 2 stuff
Posted by [WNxCABAL](#) on Sun, 29 Aug 2004 21:58:09 GMT
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are these models going to be released to the public?

Subject: Renegade 2 stuff
Posted by [Doitle](#) on Mon, 30 Aug 2004 00:54:22 GMT
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I kinda like the untouched bridge. It looks nice. I know out here, when they finish an overpass, they dont immediately, shoot it with a gun, chip off a large corner, go psycho on it with a chainsaw, plant moss on it, and set off explosives in random places to scar the surface. They stay pretty much nice for a while, until they get Grafito-Tagged...

Jen with Shoes gives the good HEAD
~P5yk0~

Something cryptic and stupid like that, that he and his possum can laugh about.

lol actually saw that on the support of a railroad overpass out here.

Subject: Renegade 2 stuff
Posted by [icedog90](#) on Mon, 30 Aug 2004 03:30:21 GMT
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Instead of just showing us, I'd like these to be open to the public.

Subject: Renegade 2 stuff

Posted by [Renardin6](#) on Mon, 30 Aug 2004 10:10:46 GMT

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Aircraftkillereach Mammoth Tank is about 2,150 polygons.

My question is :

Mammoth is needs deeply less details on the model than the titan.

So how is your mammoth so high in polys ? titan is around 1700 or something like that.

(That's not bash, just a question)

EDIT : I checked : 1688 polys for Titan
