
Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Sun, 12 Sep 2004 21:55:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

This vehicle needed an a new model. You will now see some smoke coming from the bottom part of the hover mrls.

You might notice that the colors are darker than the original model. It is done on purpose like on many models. The lights on Reborn maps combined with those vehicles will give some pleasure to your eyes...

EDIT : Model of Permagrin

Subject: CnC Reborn : GDI Hover MRLS
Posted by [z310](#) on Sun, 12 Sep 2004 22:00:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like it

Subject: CnC Reborn : GDI Hover MRLS
Posted by [MilkyLep](#) on Sun, 12 Sep 2004 22:12:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks cool. But Whats with the number 8...any signifagance?

Nice and sporty..colors could be a little darker.

Subject: Re: CnC Reborn : GDI Hover MRLS
Posted by [Jaspah](#) on Sun, 12 Sep 2004 22:21:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6The lights on Reborn maps combined with those vehicles will give some pleasure to your eyes...

Somehow, I really doubt that.

Subject: Re: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Sun, 12 Sep 2004 22:49:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

j4S[p]Renardin6The lights on Reborn maps combined with those vehicles will give some pleasure to your eyes...

Somehow, I really doubt that.

If I make it like on the render (lighter), it will look bad in game. I say that because I tested it... Darker would be even better.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Spice](#) on Sun, 12 Sep 2004 22:54:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks very nice. I Love the new model , Did permagrin do that?

The only thing I can really Say I don't like is the lack of texture detail. Like screw's and bolt and such. Similar to what dante says... Magic does'nt hold it together.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Aircraftkiller](#) on Sun, 12 Sep 2004 23:13:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't like how it looks just like a Micro Machine toy that has little plastic missiles ready to fire...

That still looks like plastic, and the areas that don't look like concrete. What you tried to make into mud looks like plastic embedded into concrete...

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Opalkilla](#) on Sun, 12 Sep 2004 23:20:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks nice Renardin. Good job.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Spice](#) on Sun, 12 Sep 2004 23:25:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerI don't like how it looks just like a Micro Machine toy that has little plastic missiles

ready to fire...

That still looks like plastic, and the areas that don't look like concrete. What you tried to make into mud looks like plastic embedded into concrete...

That doesnt look like plastic at all. Plastic is shiney and smooth.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Aircraftkiller](#) on Sun, 12 Sep 2004 23:32:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not really, plastic can also be very dull. I should know, I happen to have a collection of Micro Machines and none of them reflect light well, if at all.

The rest of that model looks like concrete if it doesn't look like plastic. The missiles even look like cinderblocks.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Sir Phoenixx](#) on Sun, 12 Sep 2004 23:55:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

The rocket launchers should be wider, the missiles shouldn't stick out, the tips should be recessed slightly. And, the ends of the tubes on the back would look better modeled in, they look way too painted on. (This wouldn't add that much more polygons, and if you're going to have the front of the missiles/tubes modeled out, it would make sense to model the rear of them out since those are seen a lot more and are quite noticeable.)

Also, the rear end of the body looks way too thin, the top shouldn't go down that much.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [SuperFlyingEngi](#) on Mon, 13 Sep 2004 00:03:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Edit by YSL: Off-topic; simply difference in opinions.

I personally think the MRLS looks really good, but Sir_Phoenixx is right, the rear of the missile tubes looks a little weird, although I think it looks fine with the missiles sticking out a bit from the launching tubes.

Keep up the good work.

Subject: CnC Reborn : GDI Hover MRLS

Posted by [Aircraftkiller](#) on Mon, 13 Sep 2004 00:09:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Metal isn't covered with rock shaped noise, like that MRLS is. Hence why I called it concrete.

Subject: CnC Reborn : GDI Hover MRLS

Posted by [Havoc 89](#) on Mon, 13 Sep 2004 00:13:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

That doesn't look much like a Hover MRLS. It doesn't have a TS feel to it.

The model looks wrong in some places. The exosts on the top isn't beveled correctly, the cylinders on the bottem should be longer, the chassis looks small lenth wise.

Texture wise...

The base texture looks very dull. The cammo should be more contrasted. There should be red lights behind the "8" at the back of the chassis. GDI logo should be bigger. GDI logo on right side is inverted. The vents at the rear bottem should be the same colour as the gdi colour, and not grey. The missile racks should be darker. Texture on some edges and corners dont look very good (UNWRAP Problem). Last but not least, like Aircraftkiller said, it looks like concrete.

Fixing those errors should make it look a lot better.

Tther than that it looks ok.

Here is a picture of the Hover MRLS from TS.

Subject: CnC Reborn : GDI Hover MRLS

Posted by [jop7821](#) on Mon, 13 Sep 2004 00:21:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

I agree

Subject: CnC Reborn : GDI Hover MRLS

Posted by [Doitle](#) on Mon, 13 Sep 2004 00:26:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

It looks good to me. Doesn't look very plasticity. I do notice however several problems with texture resolution. It looks like a larger part of the texture was devoted to the sides than the top of the front. It looks of a much lower resolution than the sides. Same problem on the base of the cupola, the gra part. The texture looks so very low res there that it reminds me of Sim copter. Anyhow

those are the only minor problems I see, over all great job all those who worked on it.

Subject: CnC Reborn : GDI Hover MRLS

Posted by [m1a1_abrams](#) on Mon, 13 Sep 2004 02:01:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Overall I think it's good. There are a few aspects of the model/skin that could be better, most of which Sir Phoenixx has already pointed out.

Something that I would add of my own is that the warning stripes on the side of the vehicle don't look worn away enough. The colours are too bright, like they've been newly painted. It would look better if the paint was more faded and scratched.

Also, I don't see how the bodywork looks like plastic. Maybe it looks like it's been made in a 2d graphics program, but that isn't surprising really. Only the best professional games look anything like real life.

Subject: CnC Reborn : GDI Hover MRLS

Posted by [Slash0x](#) on Mon, 13 Sep 2004 02:08:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good modelling, thumbs up!!

Edit by YSL: Off-topic

Subject: CnC Reborn : GDI Hover MRLS

Posted by [Aircraftkiller](#) on Mon, 13 Sep 2004 03:18:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Edit by YSL: Off-topic, in response to above.

If you actually noticed what I was talking about, concrete and metal can seem similar with a few properties one of which is NOT concrete chunks. Metal does not look like that unless someone took an axe, or a sledgehammer to it. And I doubt a sledgehammer will really damage a Hover MLRS like that in Tiberian Sun's time period.

Subject: CnC Reborn : GDI Hover MRLS

Posted by [gendres](#) on Mon, 13 Sep 2004 03:27:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Model is great, maybe the texture looks a little little bit like concrete, but the thing that concern me is why do the missiles have nipples on them?

Subject: CnC Reborn : GDI Hover MRLS
Posted by [YSLMuffins](#) on Mon, 13 Sep 2004 19:21:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please refrain from trying to rationalize another person's reasoning for criticism. Opinions are opinions for a reason.

Doing so only serves to derail the thread and has very little to do with the topic at hand. I really feel that this thread can be salvaged, so I'm going to move all off-topic posts to the silo--I'm sick of seeing all Reborn related threads get the lock and chain.

And I quote Havoc 89's post--his opinions reflect mine a great deal. Personally, I always compare these things to the render, and that's the basis for my opinion.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Mon, 13 Sep 2004 21:24:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am sure permagrin will resize what need to be resized. thx for the comments. (not thx for 'plastic' comments)

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Aircraftkiller](#) on Mon, 13 Sep 2004 22:03:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thx isn't a word. Thanks is.

You wouldn't get comments about it being plastic or concrete if you took the time to improve yourself and follow the suggestions people give you.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Mon, 13 Sep 2004 22:08:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

i spoke to Renardin an contributed a bit to make the skin look a little better.

If you comment on how it looks with my adjustments and possibly how to improve it, i would appreciate it a bunch.

My version: (looks a bit blurry because its in w3d viewer)

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Mon, 13 Sep 2004 22:09:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerThx isn't a word. Thanks is.

You wouldn't get comments about it being plastic or concrete if you took the time to improve yourself and follow the suggestions people give you.

Cut the grammar crap. Stay on topic. THX !!!!!!!!!!!!!

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Aircraftkiller](#) on Mon, 13 Sep 2004 22:09:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now the texture map looks more like concrete than it did before... You don't see how rough and grainy that is?

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Crimson](#) on Mon, 13 Sep 2004 22:12:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stay on topic. This means you.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [YSLMuffins](#) on Mon, 13 Sep 2004 22:45:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Madtonei spoke to Renardin and contributed a bit to make the skin look a little better.

If you comment on how it looks with my adjustments and possibly how to improve it, I would appreciate it a bunch.

My version: (looks a bit blurry because it's in w3d viewer)
[img]http://www.n00bstories.com/image.fetch.php?id=1013609636[/img]

It looks like progress...but it just looks so different now compared to Reborn's previous renders. A certain color scheme needs to be established so that it not only reflects Tiberian Sun, but Reborn as well...

The new render looks like it has more detail, but it looks like it received too much of a good thing, if that makes sense.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [icedog90](#) on Mon, 13 Sep 2004 22:51:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

What she means is that it's now too detailed.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [YSLMuffins](#) on Mon, 13 Sep 2004 23:00:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, that's not what I meant...

It looks like to add detail, Madtone added color. The new detail is great, but it's just that the color scheme doesn't really look fitting anymore. It's a step in the direction of the TS color scheme, but it has, to me, overshot the mark.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Pendullum](#) on Mon, 13 Sep 2004 23:31:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

in other words, its too battered up lol

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Mon, 13 Sep 2004 23:55:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

YSLMuffinsNo, that's not what I meant...

It looks like to add detail, Madtone added color. The new detail is great, but it's just that the color scheme doesn't really look fitting anymore. It's a step in the direction of the TS color scheme, but it has, to me, overshot the mark.

Hmm, so am i right in saying that if all of the gdi units had the same detailing as i put into this it would fit better? Or am i well off?

Also i didn't just add color, i did alot of overlay editing, scratches, burns, contrast an colors also some texture overlaying an smudges as well as a few saturation adjustments

Subject: CnC Reborn : GDI Hover MRLS
Posted by [icedog90](#) on Tue, 14 Sep 2004 00:15:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

YSLMuffinsNo, that's not what I meant...

It looks like to add detail, Madtone added color. The new detail is great, but it's just that the color scheme doesn't really look fitting anymore. It's a step in the direction of the TS color scheme, but it has, to me, overshoot the mark.

Yeah, I know what you meant. I was just putting it in a much simpler form.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [gendres](#) on Tue, 14 Sep 2004 00:35:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

that new texture looks great

Subject: CnC Reborn : GDI Hover MRLS
Posted by [YSLMuffins](#) on Tue, 14 Sep 2004 01:00:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Madtone

Hmm, so am i right in saying that if all of the gdi units had the same detailing as i put into this it would fit better? Or am i well off?

Also i didn't just add color, i did alot of overlay editing, scratches, burns, contrast an colors also some texture overlaying an smudges as well as a few saturation adjustments

Yes, it would fit better IMO. If GDI and Nod had a color scheme going for their vehicles, it could help clearly define the personality of both sides.

And yes, anything that looks simple almost always has a lot of work behind it. But by now, I've think I've given enough advice to warrant my opinion--since my previous two posts were so wordy and verbose--the new MRLS looks burned to a crisp lol.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [spoonyrat](#) on Tue, 14 Sep 2004 08:09:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's MLRS, not MRLS. I should not have to correct you all.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Tue, 14 Sep 2004 09:09:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, i changed a few colour levels an opacity on the texture overlays.

Is this better?

Subject: CnC Reborn : GDI Hover MRLS
Posted by [cowmisfit](#) on Tue, 14 Sep 2004 09:48:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it is madtone It looks a lot better than the darker color on the other one.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Deactivated](#) on Tue, 14 Sep 2004 10:46:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

spoonyratl's MLRS, not MRLS. I should not have to correct you all.

Both MLRS and MRLS are appopriate.
Same meaning, different abbervation.
Multiple Launch Rocket System
Multiple Rocket Launcher System

Subject: CnC Reborn : GDI Hover MRLS
Posted by [punkun21](#) on Tue, 14 Sep 2004 12:00:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think that the rocket launcher carrier is supposed to be the same width as the rest of the vehicle.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [gendres](#) on Tue, 14 Sep 2004 12:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

last one looks best

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Hav0c](#) on Tue, 14 Sep 2004 14:22:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks OK but not like the concept, if possible can you match up the colours with the concept?

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Spice](#) on Tue, 14 Sep 2004 14:31:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

The last one look's good for now. It can be retextured later. The best thing to do is move on and get more work done.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 14:44:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Madtoneok, i changed a few colour levels an opacity on the texture overlays.

Is this better?
[snip]

Yes, now you can't really notice the concrete patterns he used in it. Give it 25-50% saturated brown and tan for the camoflaugue areas and that should fix most of the problems on your side. The MLRS (Yes, it's a Hover MLRS in TS, not a MRLS... That's TD) still looks like an ass model on its own, most of it needs to get redone as stated before.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Tue, 14 Sep 2004 14:49:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerMadtoneok, i changed a few colour levels an opacity on the texture overlays.

Is this better?
[snip]

Yes, now you can't really notice the concrete patterns he used in it. Give it 25-50% saturated brown and tan for the camoflaugue areas and that should fix most of the problems on your side.

It shall be done!

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Tue, 14 Sep 2004 14:57:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rhaaa, nevermind, I quoted mr.holmes and I shouldn't lose my time with that. Post edited.
Nothing to say. :rolleyes:

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Tue, 14 Sep 2004 16:27:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

edited again, but im not too sure on this one...

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Dan](#) on Tue, 14 Sep 2004 16:29:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kewl. I think it would look better if you could make the texture on the missiles only repeating on one or two missiles... it looks WAY too repetitive!

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Hav0c](#) on Tue, 14 Sep 2004 16:32:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now the camo seems to be lost completely :/

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Dan](#) on Tue, 14 Sep 2004 16:33:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it looks really good, apart from the missiles.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Tue, 14 Sep 2004 16:38:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

The missiles have only been unrapped as a single, not as a group. Nothing i can do about that.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [YSLMuffins](#) on Wed, 15 Sep 2004 00:33:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Personally, I think Reborn should stick to the general TS color scheme, but that's just me and because I really like the TS color scheme--that's how I'm biased.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Fabian](#) on Wed, 15 Sep 2004 01:38:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Madtone, could you show us a render with the 2nd texture overlaying the original one, with a 40% or so transparency (in photoshop, i mean)?

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Deactivated](#) on Wed, 15 Sep 2004 14:39:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

MadtoneThe missiles have only been unwrapped as a single, not as a group. Nothing i can do about that.

Select one of these missiles and apply the UVW Unwrap modifier and flip them.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Madtone](#) on Wed, 15 Sep 2004 20:51:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

I only have the .tga and the w3d.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Wed, 15 Sep 2004 22:15:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will give you the gmax.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Spice](#) on Thu, 16 Sep 2004 00:03:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was modeled and unwrapped in gmax....?

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Thu, 16 Sep 2004 07:55:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

no, 3ds then imported.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [OnfireUK](#) on Thu, 16 Sep 2004 18:03:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

DanI think it looks really good, apart from the missiles.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [htmlgod](#) on Sat, 18 Sep 2004 23:16:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

The trouble with this one deosn't lie so much in the overall coloration or light/dark contrast. Its more in the overall detailing and layout of things. Here are the first few things that I spotted:

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Renardin6](#) on Sun, 19 Sep 2004 04:46:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh shit an unwrap error...

As said before, permagrin will correct the unwrap errors.

Yeeeeeeeeeeeeeeeeeeeeaaaaaaaaaaaaaaaaahhh (ironic)

About the cockpit... check the original render, it migh help you... :rolleyes:

Stretching ? on the front : NO, texture like that.

(damn Htmlgod, sometimes I see stupid comments or critics but for some of those above, you win the prize...)

Subject: CnC Reborn : GDI Hover MRLS
Posted by [Vitaminous](#) on Sun, 19 Sep 2004 05:13:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I swear, you don't know what you're talking about, Renardin.

Subject: CnC Reborn : GDI Hover MRLS
Posted by [YSLMuffins](#) on Sun, 19 Sep 2004 19:24:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shameful...

LOCKED.
