
Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 12:18:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Mobile stealth Generator. (model : permagrin , texture : me)

How will it work ? Simple. All vehicles and infantry coming around it on a certain range will be stealthed. I must wait in game tests for more details.

Reference pic used :

As you can see not a lot of details on it, so I added some stuff. It will also get a reflect on the window don't worry.

(I noticed that some parts have a wrong size. Permagrin will scale that when he comes back from vacancy.)

Polycount : 1836
Texture : 1 x 1024*1024 texture.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [gendres](#) on Tue, 14 Sep 2004 12:47:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

excellent work

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [WNxCABAL](#) on Tue, 14 Sep 2004 13:03:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

of all the reborn vehicles I like, this is quite the opposite, its is not like the one in that cut scene. For example, the ball thing at the back, need to be bigger, the front wheel thing is too small, theres probably some others I haven't found yet,

Sorry, its not done, please revise.

Subject: Re: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 13:06:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6

As you can see not a lot of details on it, so I added some stuff. It will also get a reflect on the window don't worry.

(I noticed that some parts have a wrong size. Permagrin will scale that when he comes back from vacancy.)

Polycount : 1836

Texture : 1 x 1024*1024 texture.

I quote myself for you. There are not only pics in my first post. Try to read. Damn...

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [gendres](#) on Tue, 14 Sep 2004 13:06:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

he already said that some things were going to be resized (look at the en of the post)

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [WNxCABAL](#) on Tue, 14 Sep 2004 13:13:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry, I just saw the pics,
I didn't bother reading...

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 14:29:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

open your eyes next time

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Spice](#) on Tue, 14 Sep 2004 14:34:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hehe this does look good. Though I think it would look better if you removed the nod logo on the top. Maybe put it right below it on the side of the cockpit?

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 14:37:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

What in the world possesses you to think that a MSG is going to look like that, battered and nasty? Make it clean, the thing rarely if ever gets spotted in TS...

Oh wait, you're not trying to make it like TS. :rolleyes:

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Madtone](#) on Tue, 14 Sep 2004 14:46:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerWhat in the world possesses you to think that a MSG is going to look like that, battered and nasty? Make it clean, the thing rarely if ever gets spotted in TS...

Oh wait, you're not trying to make it like TS. :rolleyes:

I'll have a shot at making this cleaner an sleeker once i get my hands on the skin.

I do agree with you Aircraftkiller, on version 2 of this texture i'll try to improve on Renardins attempt.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Matrixnut42](#) on Tue, 14 Sep 2004 15:04:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good model Permagrin, as is fairly common for you.

Renardin...

-That Nod Logo on the top of the cockpit just looks stupid and out of place.

-WTF is it covered in weeds for? Nod keep these babies safe, they don't fucking abandon them in weed fields.

-Those bars on te top, leading into the Dome thing... They look just look wrong... actually, that may be a problem with the model.

-And those cockpit windows are going to need alot more than a reflection map... especially since you textured it with a Metal Texture

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 15:31:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

For the scratch no chance that I remove it, I like how it is.

For the top logo, I changed something.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 15:42:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks as if you simply put a texture pattern on it, then did some easy bevel/emboss effects that anyone with a minor understanding of Photoshop can do...

That's either really, really rough metal or it's concrete. It really does not look metallic at all because it's a flat color. The sphere at the rear end, and its corresponding "red areas" all look like plastic because of how dull their surface is, yet how bright the red areas are.

Glass is not made of metal, and unless you're doing this for the public, expect people to tell you what to fix. Otherwise, don't post here, because that "glass" needs to be changed. The Nod logo looks worse.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Dan](#) on Tue, 14 Sep 2004 15:47:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin, if you make the metal bits look like the glass one, then according to Aircraftkiller, it will look like metal! =)

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 16:04:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not really, no.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Dan](#) on Tue, 14 Sep 2004 16:24:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerGlass is not made of metal,

According to you, yes!

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Deactivated](#) on Tue, 14 Sep 2004 16:26:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks at RenAlert ConYard MCV texture
Hmm, that looks like glass that was made of metal and some random spray put on it.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 16:32:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

That MCV texture I did is pure garbage and will get redone. But, as usual, that has absolutely no bearing on the discussion.

I'll introduce you to a friend of mine, his name is Logic, and Logic likes it when people say things that make sense.

Logic says: "If one person criticizes another, judging them for their criticism does not make their point invalid. Focus not on the source, lest you lose sight of the message."

Or you can, you know, just keep plodding on pretending everything you make is great...

Quote:According to you, yes!

I'm saying it's metal because someone else pointed it out to me, not because I believe it looks like that.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 16:39:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

due to the respect I have for madtone : again post edited and deleted.

Wait final model. That's all. And wait for the rest, I won't show anything more before internal release. Say thank you to ack.

If you want to see more just come there : <http://www.cncreborn.com>

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Madtone](#) on Tue, 14 Sep 2004 16:43:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why the hell does this happen *every* time.

Renardin.. please quit it. Also the people who butt in who have nothing to do with this also quit it.

Aircraftkiller, i appreciate your comments an i *do* see where you are coming from.

Thanks for the input!

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [OnfireUK](#) on Tue, 14 Sep 2004 17:12:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey ACK i think it looks like a tonka toy don't you !!?!?!
ROFL REBARN !!111

But seriously,
At the moment I dont think it looks like the one in the picture, but if like you say, parts will be rescaled, i think it has the potential to be quite a nice model

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Spice](#) on Tue, 14 Sep 2004 17:13:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

God damn. He is the only texture artist they have on the team. He is doing is best FFS. His best is pretty damn good.

It's not suppose to be clean. Do you expect it to be perfectly clean under there driving through battered terrain? It's not like they would have mr.clean handy anyway's.

I still think the logo should be on the side of the cockpit. After the ball on the back is scaled larger , it will be perfect.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Panther](#) on Tue, 14 Sep 2004 20:23:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah, look at what a peaceful, productive place the mod forum is.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Creed3020](#) on Tue, 14 Sep 2004 20:43:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

PantherAh, look at what a peaceful, productive place the mod forum is.

Agreed....Nice work, can't wait to see more progress. Keep up the hard work as we know we can't do any better. Thanks!

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [rm5248](#) on Tue, 14 Sep 2004 21:42:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerOh wait, you're not trying to make it like TS. :rolleyes:

An I guess there are snipers in RenAlert because... Oh yeah, there weren't any in normal Red Alert, and they made very few appereances. :rolleyes:

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [icedog90](#) on Tue, 14 Sep 2004 21:49:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248An I guess there are snipers in RenAlert because... Oh yeah, there weren't any in normal Red Alert, and they made very few appereances. :rolleyes:

Keep it on topic, seriously, is it that hard for everyone?

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [ViolentOrgy](#) on Tue, 14 Sep 2004 22:11:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey, when can i expect reborn v1.0 to come out? I can't wait to play it.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [bigejoe14](#) on Tue, 14 Sep 2004 22:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Probably never.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 23:16:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Probably in a month but as I said before, it depends of a whole team, not only me. DarkOmen is finishing gdi wf (last building to do... I will show all soon) I wait some unwraps of laeubi (small defenses : nod lazer turret and the 3 gdi defenses). Then we lauch internal alpha. Then we release a public beta, wait for bug submission and then we update with a patch and after we add other features and some other stuff.

Don't forget, we do it for fun. It means it's a hobby. We aren't a pros. We do our best and we do it as fast as we can. Anyway if you don't like it you can still play Renegade Alert and have fun...

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [icedog90](#) on Tue, 14 Sep 2004 23:25:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, but are you talking about 1.0 or a different release? I suggest you don't do a 1.0 so soon.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Spice](#) on Tue, 14 Sep 2004 23:58:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6Probably in a month but as I said before, it depends of a whole team, not only me. DarkOmen is finishing gdi wf (last building to do... I will show all soon) I wait some unwraps of laeubi (small defenses : nod lazer turret and the 3 gdi defenses). Then we lauch internal alpha. Then we release a public beta, wait for bug submission and then we update with a patch and after we add other features and some other stuff.

Don't forget, we do it for fun. It means it's a hobby. We aren't a pros. We do our best and we do it as fast as we can. Anyway if you don't like it you can still play Renegade Alert and have fun...

It has seemed like endless updates and no in-game images. Finally it seems a release is coming soon.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [SuperFlyingEngi](#) on Wed, 15 Sep 2004 01:02:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hm...that looks ok.

The texture needs a lot of fixes. For one, the windows need to be changed. The wheels look like they are so rusted that they won't be able to turn. The front cab really does look like concrete, looks more splotchy than scratched. The texture looks a little warped on those two things sticking

out of the back. The orb thing in the back needs a couple changes to the red areas, they look more painted on than different materials.

I like the model a lot, but you need to go back to the drawing board with this texture.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Sir Phoenixx](#) on Wed, 15 Sep 2004 01:10:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248AircraftkillerOh wait, you're not trying to make it like TS. :rolleyes:

An I guess there are snipers in RenAlert because... Oh yeah, there weren't any in normal Red Alert, and they made very few appereances. :rolleyes:

Because... It was in Red Alert? Plus, the sniper is essential to an FPS.

You're comparing us adding a character that was in Red Alert in some way, to the Reborn team adding a dozen characters that have absolutely nothing to do with Tiberian Sun in any way.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Fabian](#) on Wed, 15 Sep 2004 01:32:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerThat MCV texture I did is pure garbage and will get redone.

See, if only we could travel forward in time when Aircraftkiller makes something...ahem...sub-par, and travel back to the present to give him a similar quote. Of course, when the MCV was first shown to us, saying something like "pure garbage" would never have been tolerated... Only later on does he admit to it being bad.

The windows look awful. Other than that, good job.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [PointlessAmbler](#) on Wed, 15 Sep 2004 02:13:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248AircraftkillerOh wait, you're not trying to make it like TS. :rolleyes:

An I guess there are snipers in RenAlert because... Oh yeah, there weren't any in normal Red Alert, and they made very few appereances. :rolleyes:

Yes, but there actually was one.

Red Alert rules.ini

; sniper rifle
[Sniper]
Damage=100
ROF=5
Range=3.75
Projectile=Invisible
Speed=100
Warhead=HollowPoint
Report=SILENCER

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [YSLMuffins](#) on Wed, 15 Sep 2004 02:16:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, pride usually swells the most right after you accomplish something but slowly recedes as time passes, so it's pretty easy to assume the attitude of "No, I just finished it and it's perfect!" right after you finished a model or texture that took 6 hours.

I think it's just so much easier to take criticism of your work after you've left it sitting for a while without touching it; time just weathers the stubbornness out of you.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Spice](#) on Wed, 15 Sep 2004 03:45:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't help but remember him saying the window's aren't final and selective effect would be added... Or did you not see?

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [icedog90](#) on Wed, 15 Sep 2004 05:37:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, he said that. People just don't like to listen, they act like it's homework (originally said by Blazer).

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Wed, 15 Sep 2004 06:16:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

A reflection map will not fix a metal looking window.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [rm5248](#) on Wed, 15 Sep 2004 08:14:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

PointlessAmbler

Yes, but there actually was one.

```
Red Alert rules.ini
; sniper rifle
[Sniper]
Damage=100
ROF=5
Range=3.75
Projectile=Invisible
Speed=100
Warhead=HollowPoint
Report=SILENCER
```

I was talking about normal Red Alert. I know that they have that weapon in the rules.ini. I was messing around with it a while ago trying to get a sniper working.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Wed, 15 Sep 2004 09:21:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerA reflection map will not fix a metal looking window.

Sometimes on a thread, there are something else than pics... I said the texture will change and a reflecting window will be added...

Read my posts or don't answer.

(I don't quote myself, try to read posts above.)

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Hav0c](#) on Wed, 15 Sep 2004 14:19:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90Yeah, but are you talking about 1.0 or a different release? I suggest you don't do a 1.0 so soon.

He doesn't mean a 1.0, he means another beta.

1.0 will come much later.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Wed, 15 Sep 2004 16:12:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't care what you say you'll do, I care about what you show... After all, Reborn said they'd release a perfect bug-free 1.0 version... And said they'd never release a public beta, but you go ahead and do it anyway.

I can't trust you then, don't trust you now, so I expect you to post what you do instead of play the "If my ass isn't kissed I'll just go back to teh reb4rn forum" game.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [icedog90](#) on Wed, 15 Sep 2004 16:35:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's impossible to release a bug free beta or even a bug free 1.0.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Wed, 15 Sep 2004 17:54:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Everything is possible for the man who doesn't have to do it himself.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [OnfireUK](#) on Wed, 15 Sep 2004 18:31:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6Everything is possible for the man who doesn't have to do it himself.

lol thats funny

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Wed, 15 Sep 2004 18:32:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

You know using my picture in your signature is a violation of Internet harassment laws, mainly because I never consented to it being used?

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [OnfireUK](#) on Wed, 15 Sep 2004 18:37:57 GMT

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

Ogm noes I didn't i guess i better change it !11111111111111

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Oblivion165](#) on Wed, 15 Sep 2004 18:41:58 GMT

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

i wasnt aware you created that picture ack

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Wed, 15 Sep 2004 18:46:04 GMT

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

No, he had the AA Gun replaced with a photograph of me.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [rm5248](#) on Wed, 15 Sep 2004 18:50:28 GMT

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

AircraftkillerYou know using my picture in your signature is a violation of Internet harassment laws, mainly because I never consented to it being used?

Can you link me to where it says that? And where it says that your picture can not be used if you give it to somebody?

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Aircraftkiller](#) on Wed, 15 Sep 2004 18:56:07 GMT

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

Warranto has it, he'll probably post it here later on.

Subject: Re: CnC Reborn : Mobile Stealth Generator
Posted by [Renx](#) on Wed, 15 Sep 2004 19:06:30 GMT

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

Renardin6The Mobile stealth Generator. (model : permagrין , texture : me)

How will it work ? Simple. All vehicles and infantry coming around it on a certain range will be stealthed. I must wait in game tests for more details.

<http://mods.moddb.com/images/mods/gallery/15970img.jpg>

<http://mods.moddb.com/images/mods/gallery/15971img.jpg>

<http://mods.moddb.com/images/mods/gallery/15972img.jpg>

<http://mods.moddb.com/images/mods/gallery/15973img.jpg>

Oh no! Here comes the Bat Mobile!

Seriously though, I think you could at least stand to make the tires look a little rounder....err, wait, the one in your reference didn't have tires. They look more like metal roller type things..

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Deactivated](#) on Wed, 15 Sep 2004 19:14:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.tiberiumsun.com/downloads/media.shtml>

Download the Stealth movie.

If you wonder where those wheels came from.. it is because they actually used the concept as a reference to build the model.

http://www.tiberiumsun.com/downloads/images/sketches/mobsg_sketch.gif

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Spice](#) on Wed, 15 Sep 2004 19:42:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man , That video makes me want to reinstall tiberian sun. Tiberian sun was my favriote C&C game.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Deactivated](#) on Wed, 15 Sep 2004 19:48:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

That cutscene was cut from the game.

Subject: CnC Reborn : Mobile Stealth Generator

Posted by [Vitaminous](#) on Wed, 15 Sep 2004 19:50:31 GMT

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

I wonder why, really.

Subject: CnC Reborn : Mobile Stealth Generator

Posted by [YSLMuffins](#) on Wed, 15 Sep 2004 20:26:21 GMT

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

I remember that movie. Wasn't it on the Firestorm CD, just not in the .mix files? I remember two movies, the juggernaut one, and this one...

Subject: CnC Reborn : Mobile Stealth Generator

Posted by [Deactivated](#) on Wed, 15 Sep 2004 20:35:21 GMT

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

YSLMuffins I remember that movie. Wasn't it on the Firestorm CD, just not in the .mix files? I remember two movies, the juggernaut one, and this one...

It wasn't on the CD at all.

The CD has 2 unused movies: Juggernaut and ragdoll.

Juggernaut is probably used for the mission where you have to guide the infected cyborg to Cabal's base.

Ragdoll is a lose movie for mission GDI three where you have to protect and evacuate the civilians.

Subject: CnC Reborn : Mobile Stealth Generator

Posted by [Oblivion165](#) on Thu, 16 Sep 2004 01:22:23 GMT

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

ah i see, missed the whole thing

Subject: CnC Reborn : Mobile Stealth Generator

Posted by [htmlgod](#) on Sat, 18 Sep 2004 23:19:39 GMT

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

Yeah. This one needs some work. I highlighted the most obvious problems. One thing that you're really going to need to work with is all the mysterious red and black mass. What is that stuff? Weird lighting from an underfinanced 60's alien-horror movie? Some kind of beam emitter?

Regardless of what it is, you can definitely do a better job of making it look like something other than colors on a sphere. And as always, you have lots of layout problems in terms of how the model corresponds to the texture. Here are a few things that I picked up:

Seriously, though. Regardless of how similar or dissimilar to the reference image(s) your model is, this one looks JUST like something out of the lego space-exploration set. Lol.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Sun, 19 Sep 2004 04:34:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

to htmlgod :

...do you really think mobile stealth generator is real ? ... :rolleyes:

What about the some star wars ships ? I can do all the same stuff that you did on my msg pics... like wtf is that wing or what the fuck is that.

As told before : My post has text. Try to READ... (read some stuff I wrote about the window... or other stuff on the model. Are browsing the forum sometimes ?)

about the justifications for 'this kind of thing' , the scientists don't want to release their knowledge to the public... sorry, I asked so many times to have the plans but the area 51 is closed to the public... Don't even try to get the plans of the x-wing, it's a top secret model from the planet of pink cows. Pink cows are very secret...

About the wheels, goodyear was out of stock so we used same wheels as the lunar explorer to be able to go anywhere with the msg (anywhere like the pink cow planet, ok ?)

no offense but : ROFLMAO

(ok for lava rock anyway. I will fix that)

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Hav0c](#) on Sun, 19 Sep 2004 08:23:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

The model has parts from the concept art and parts from the Render, thats why it looks slightly different to both.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [htmlgod](#) on Sun, 19 Sep 2004 08:43:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6...do you really think mobile stealth generator is real ? ...

The fact that the vehicle is a creation of science-fiction is no excuse for your pittiful attempts at texturing the model.

Oh, and by the way: the images were my final attempt at the 'constructive criticism' that you whine about ceaselessly. I don't think I will continue to attempt to assist your plight to create a mod [with my suggestions], since you are obviously insensitive to any kind of critiquing of your work, constructive or otherwise.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Sun, 19 Sep 2004 13:57:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

htmlgodsince you are obviously insensitive to any kind of critiquing of your work, constructive or otherwise.

No, I wouldn't answer if I was insensitive. Thx for the input but I can disagree on some points if I want and have the last word as it is my model.

And I agree on some critic...

Quote:(ok for lava rock anyway. I will fix that)

About the whole skin, I will work on it tonight. I read critics but the choice of the change belongs to Reborn Team.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Deactivated](#) on Sun, 19 Sep 2004 15:21:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Isn't the whole point of sci-fi to make something fictious feel like it is real, existing in this world?

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [icedog90](#) on Sun, 19 Sep 2004 15:57:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't see why you try to fish old stuff from our mod and attempt to call us shit? That's really, really lame. We might do as well do it to you, since it would be really easy.

Subject: CnC Reborn : Mobile Stealth Generator
Posted by [YSLMuffins](#) on Sun, 19 Sep 2004 19:21:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is such a shame that such constructive criticism is bashed so harshly. There's no point in trying to prove someone's opinion wrong in this case, in which such criticism was presented calmly, rationally, and comprehensively, because it's impossible for the artist to see through the eyes of others.

If I see this happening again the thread will automatically be locked--there's no point for the thread to continue.

Hence, LOCKED.
