
Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Hav0c](#) on Thu, 14 Oct 2004 18:29:03 GMT

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Umagon's Silenced Sniper Rifle: Weapon position needs to be revised cos the shoulder rest goes through her arm atm, but just to give i a rough idea what ingame will look like, theres a couple at the bottom.

A few more additions will come.

GDI Machine Gun:

Tested on a Nod bloke, but its a GDI Weapon all the same. A modified version of this will be the JJ's weapon, atm.

Updates on model and Texture go here:

MG:

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1430>

Rifle:

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1438>

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Pendullum](#) on Thu, 14 Oct 2004 18:41:44 GMT

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someone get the edit button ready, it will be needed in about an hour

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [laeubi](#) on Thu, 14 Oct 2004 18:45:17 GMT

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Nice work ! *thumbs up*

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Renardin6](#) on Thu, 14 Oct 2004 18:45:24 GMT

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Oh of course, both model are for GDI. Don't worry about the nod soldier... That's the only time you will see one holding this gun.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Aircraftkiller](#) on Thu, 14 Oct 2004 19:09:08 GMT

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The only thing metallic or detailed about either is the aluminum looking barrel. Other than that it looks like concrete and plastic as usual.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Sir Phoenixx](#) on Thu, 14 Oct 2004 19:26:13 GMT

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The sniper rifle looks badly designed, and is way too short to be a sniper rifle. The end of the buttstock looks like it's too long. The model could use a lot more work and detail. The texture is decent, although there is almost no damage or dirt of any kind in it, it looks like it just came off of the assembly line just a few minutes ago.

The machine gun has a better design, but it's not without it's design flaws. Currently, that gun is missing the rear iron sight, so there is no way it can be aimed. The front iron sight is up too high, the part it's sitting on should be lower and level with the rest, otherwise the rear iron sight would need to be quite tall, which would make the "walls" on the sides pointless. Also, the front iron sight needs a pin inside the ring, the rear iron sight needs to just be a box-like object (or something similar) with a groove in the middle top of it to align with the front iron sight. It's also missing a cocking lever (to eject the current round and load the next) and a ejection port (unless that small black hole on the left side is it, in that case, it just needs to be larger and on the other side). Also, what's that thing under the barrel in the front?

Looks like you just took the Aliens assault rifle (Which, for those of you who don't know, was made from a M1 Thompson.) and kept the design of it except for the shotgun (which they used as a grenade launcher in the movie) with few changes.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Renardin6](#) on Thu, 14 Oct 2004 19:38:37 GMT

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<http://www.tiberiumsun.com/downloads/images/gdibg5.jpg>

The machine gun was inspired by this. And westwood was inspired by the one of alien yeah :

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Sir Phoenixx](#) on Thu, 14 Oct 2004 19:47:49 GMT

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Inspired... That looks exactly like the Aliens assault rifle, looks like they got one of their props for TS.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Naamloos](#) on Thu, 14 Oct 2004 20:08:04 GMT

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Well, atleast they removed the penis-like rifle

(no joke, the old one looked... like... you know... :oops:)

I like the sniper rifle model, but not the texture, it looks somewhat like... plastic...

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [martes86](#) on Thu, 14 Oct 2004 20:16:33 GMT

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If it's like the Aliens rifle, then get its sound to it and copy its model or do a new one from scratch.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Dan](#) on Thu, 14 Oct 2004 20:18:00 GMT

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There shouldnt be a flash when the weapon is fired because of that silencer.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [YSLMuffins](#) on Thu, 14 Oct 2004 20:18:13 GMT

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I think the two guns looks nice, but I don't really know how to judge weapons. Sir Phoenixx looks

like he really knows weapons.

PS the Umagon posted in the screenshots reminds me of Angelina Jolie lol.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [SuperFlyingEngi](#) on Thu, 14 Oct 2004 20:26:53 GMT

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I think both weapons only look mediocre in the renders, but they look great in-game.

I agree with Phoenixx, though, that the sniper rifle's barrel is way too short.

Keep up the good work!

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Cebt](#) on Thu, 14 Oct 2004 21:44:36 GMT

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never thought id hear the words plastic and concrete be overused.. but they do here in this forum...

anyway.. i really love the assault rifle, i think its quite accurate to the one in tiberian sun :thumbsup:

i dont like the sniper rifle though :/ its nicely done but i dont like the design... looks weird

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Creed3020](#) on Fri, 15 Oct 2004 03:03:54 GMT

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I like the regular rifle, good improvement.

The sniper rifle seems to bulky with that large stock. The silencer is also too large, decrease the circumference of that cylinder, probably look better.

Keep up the good work.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Dante](#) on Fri, 15 Oct 2004 03:46:09 GMT

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albeit everything can be improved, these guns actually look pretty damn good for the game they

are going in.

get whoever did these textures, to do the rest of them, cause they are nicely done.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [gendres](#) on Fri, 15 Oct 2004 04:08:21 GMT

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the sniper texture could use a little work, the machine gun was greatly done

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Deactivated](#) on Fri, 15 Oct 2004 12:52:53 GMT

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Cebtnever thought id hear the words plastic and concrete be overused.. but they do here in this forum...

That plastic looks like concrete,
and that concrete looks like plastic.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Renardin6](#) on Fri, 15 Oct 2004 13:13:49 GMT

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Dantealbeit everything can be improved, these guns actually look pretty damn good for the game they are going in.

get whoever did these textures, to do the rest of them, cause they are nicely done.

It was me, the plastic maker ! Thank you Dante

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Cept](#) on Fri, 15 Oct 2004 14:11:44 GMT

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SeaManCeptnever thought id hear the words plastic and concrete be overused.. but they do here in this forum...

That plastic looks like concrete,
and that concrete looks like plastic.

sounds about right

but yeh great job renardin keep it up

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [cheesesoda](#) on Fri, 15 Oct 2004 14:46:36 GMT
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The sniper rifle barrel IS too short, and IMHO, doesn't look very good, although it does look good in game.

I like the machine gun, and looks especially good in game.

The only things that do look like metal are the barrels and the butt of the stock on the sniper rifle. The silencer on the sniper rifle looks like a piece of a rubber hose.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Oblivion165](#) on Fri, 15 Oct 2004 14:52:17 GMT
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only thing i have to say is she looks alot like elain from seinfeld.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Hav0c](#) on Fri, 15 Oct 2004 15:23:24 GMT
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She'l have to stay like that till we can get another character modeler

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Oblivion165](#) on Fri, 15 Oct 2004 16:24:03 GMT
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its not a bad thing, i just did a double take when i saw her.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [htmlgod](#) on Fri, 15 Oct 2004 23:06:29 GMT
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Cebtnever thought id hear the words plastic and concrete be overused.. but they do here in this

forum...

It's true that one does hear these descriptions often.... But there are only so many ways of saying something is poorly textured while still giving a reason...

Besides...

Also, it is important to note that, even if that mysterious material was metal, that would hurt A LOT. Look how grainy it is! The recoil would scratch holes in your shirt, and then your skin. There's no padding whatsoever, and no rubber for shock-absorption. The bottom line is that, even if Renardin could make realistic metal other than chrome, it wouldn't matter because he puts it in all the wrong places.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Renardin6](#) on Fri, 15 Oct 2004 23:21:48 GMT
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Hmmm not really, I used this kind of texture :

But :

- 1) u won't see the back on first person view.
 - 2) on third person view, add any grey texture u want, u won't see the difference.
-

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Renx](#) on Sat, 16 Oct 2004 02:55:08 GMT
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Make that texture less grainy.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Vitaminous](#) on Sat, 16 Oct 2004 03:27:15 GMT
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Hey look... It's a... Filter!... With... MORE FILTERS!!!!... And... SOME SCRATCHES!!!

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Everyone](#) on Sat, 16 Oct 2004 04:47:04 GMT

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You need to get new anims for the new weapons. It seems like you're still using the default renegade animations.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Dante](#) on Sat, 16 Oct 2004 06:40:18 GMT

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AprimeHey look... It's a... Filter!... With... MORE FILTERS!!!... And... SOME SCRATCHES!!!

where is your weapons texture?

until then, shut the fuck up, he is trying, and i think this is a great improvement over the rest of his textures.

oh yeah, Photoshop wouldn't come with plugins and filters, if they didn't want you to use them... 90% of the tutorials on the internet involve applying filters with many different settings to get multiple types of looks, so for a beginner, why the hell would you flame them for using filters, guess what, if its there to use, and will save me about oh, 2 hours of work to get the EXACT same look, im gonna do it, worker smarter, not harder... ffs, people didn't spend all that time making filters so some cheesedick on the internet could go "OMG YOU SUCK, YOU USED A BUILT IN FEATURE IN YOUR IMAGE EDITING PROGRAM TO DO SOMETHING!!!", whats next, gonna flame him for using save?

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Aircraftkiller](#) on Sat, 16 Oct 2004 06:42:37 GMT

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You don't have to make something to criticize something else. I don't have to make a Dodge to say I hate Dodge vehicles.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Dante](#) on Sat, 16 Oct 2004 06:45:07 GMT

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there is a difference though, do you criticize Dodges ability to MAKE cars because they use robotics to do spotwelding on the frames?

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Aircraftkiller](#) on Sat, 16 Oct 2004 06:47:36 GMT

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No, not really. I think what Assprime was trying to say was that the usage of filters was obvious in the sense that it lended nothing to a metallic look and only served to further the concrete appearance of the weapons.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Sn1per XL](#) on Sat, 16 Oct 2004 07:38:10 GMT

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That's a texture I gave renardin a while back. I used no filters for that, it was all brushing.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [icedog90](#) on Sat, 16 Oct 2004 07:46:42 GMT

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Sn1per XLThat's a texture I gave renardin a while back. I used no filters for that, it was all brushing.

Indeed it was. You've shown me it before.

Renardin, no matter if it sucks or not, it's really retarded to call someone else's work yours. That is very low and proves how idiotic you are.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Slash0x](#) on Sat, 16 Oct 2004 09:56:44 GMT

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This is worse than a soap opera...

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Renardin6](#) on Sat, 16 Oct 2004 10:27:52 GMT

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icedog90Sn1per XLThat's a texture I gave renardin a while back. I used no filters for that, it was all brushing.

Indeed it was. You've shown me it before.

Renardin, no matter if it sucks or not, it's really retarded to call someone else's work yours. That

is very low and proves how idiotic you are.

I said I used it, not made it... Learn to read retard. He gave me that texture and told me I could use it, well that's one of the first time I did it to add some new texture...

Renardin6Hmmm not really, I used this kind of texture :

<http://www.cncreborn.com/pics/metal.jpg>

It's always the same shits brought by the same... Fucking morons !

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [sniper12345](#) on Sat, 16 Oct 2004 12:06:52 GMT

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Hey Renardin, shut up.

Renardin6Dantealbeit everything can be improved, these guns actually look pretty damn good for the game they are going in.

get whoever did these textures, to do the rest of them, cause they are nicely done.

It was me, the plastic maker ! Thank you Dante

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Renardin6](#) on Sat, 16 Oct 2004 14:11:35 GMT

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sniper12345Hey Renardin, shut up.

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It was me, the plastic maker ! Thank you Dante

That was for the whole skin = texture, I made the whole texture of the gun... Damn so much retarded comments here sometimes...

AAAAAAAAAAAAAAAAAAAh ENOUGH ! Let's FORGET THIS PLACE OF ASSHOLE !!!

BYE BYE MORONS !

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [cheesesoda](#) on Sat, 16 Oct 2004 14:47:45 GMT

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Quote:BYE BYE MORONS !

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Cept](#) on Sat, 16 Oct 2004 17:10:01 GMT

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AircraftkillerYou don't have to make something to criticize something else. I don't have to make a Dodge to say I hate Dodge vehicles.

oh my god.. talk bout arguing with yourself.. in another post you told renardin to stop giving critique since he couldnt do it better himself...

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Renx](#) on Sat, 16 Oct 2004 18:01:32 GMT

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Renardin6AAAAAAAAAAAAAAAAAAAh ENOUGH ! Let's FORGET THIS PLACE OF ASSHOLE !!!

BYE BYE MORONS !

What's that, the 6th tiem you said you were leaving? So I guess I should expect to see you trolling around here in a couple hours.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [sniper12345](#) on Sat, 16 Oct 2004 18:09:28 GMT

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Renardin6sniper12345Hey Renardin, shut up.

Renardin6Dantealbeit everything can be improved, these guns actually look pretty damn good for the game they are going in.

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AAAAAAAAAAAAAAAAAAhh ENOUGH ! Let's FORGET THIS PLACE OF ASSHOLE !!!

BYE BYE MORONS !

Bye.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [Aircraftkiller](#) on Sat, 16 Oct 2004 19:04:19 GMT
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CebtAircraftkillerYou don't have to make something to criticize something else. I don't have to make a Dodge to say I hate Dodge vehicles.

oh my god.. talk bout arguing with yourself.. in another post you told renardin to stop giving critique since he couldnt do it better himself...

I never said that. What I did say was that he doesn't make anything better so he doesn't have much room to complain about it being exactly what he does.

Learn to comprehend English?

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun
Posted by [icedog90](#) on Sat, 16 Oct 2004 19:50:21 GMT
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Renardin6icedog90Sn1per XLThat's a texture I gave renardin a while back. I used no filters for that, it was all brushing.

Indeed it was. You've shown me it before.

Renardin, no matter if it sucks or not, it's really retarded to call someone else's work yours. That is very low and proves how idiotic you are.

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Renardin6Hmmm not really, I used this kind of texture :

<http://www.cncreborn.com/pics/metal.jpg>

It's always the same shits brought by the same... Fucking morons !

Learn your second language a little better and you'll find out that what you said also means other things. You said you use that kind of texture, meaning you make textures like that even though you can't.

Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Tesla7zap](#) on Sat, 16 Oct 2004 21:04:15 GMT

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Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [YSLMuffins](#) on Sun, 17 Oct 2004 01:57:02 GMT

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Sorry, I couldn't get here earlier to purge this thread.
