
Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 11:11:00 GMT

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What Items, strange or cool have you created in gmax? For a map or just for fun, what did you make? I found myself making dozens of different ladders and sewer type pipes to put them in. I made several different Tiberian crystal models. I actually made the James Bond BMW, but I don't know how to make vehicles so it's just decoration. (the reason I made this thread is so people can show their goodies, and maybe trade them with others for map making)

Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 11:26:00 GMT

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I designed tiberium that is almost a replica to TD tiberium. Assorted bridges, antennas, ILS arrays, structures, Repair Pads, Helicopter Pads, Service Depots, trees, rocks, and a few other things.

Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 11:29:00 GMT

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syrup bottles, plates, forks, RC vehicles, my computer room, oh wait, these are things I have made before Renegade, but I could possibly put them in. Anways, I would love to see your BMW. I have used every 3d program there is to make the perfect 63 'vette, and have not come close to the perfection that I desire.

Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 11:41:00 GMT

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I would like to see someone put a low orbit Ion Cannon satellite in the sky of their map. Maybe it can fire at enemies like a defense? The James Bond BMW, if I made it into a vehicle, I would then give it the mrls rockets and a the orcas gun. It would be in "extras" for GDI. For Nod, the Batmobile! [October 10, 2002, 12:04: Message edited by: DeafWasp]

Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 13:17:00 GMT

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I'd like to put some gmax models on my site...E-mail me, webmaster@cnchq.com

Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 16:43:00 GMT

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Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 17:04:00 GMT

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Realistic water, PT's, MCT's, Helicopter Pads, Repair Pads, and whatever else people (especially ACK) needed fixed up. Oh yeah, and I helped MagiusDell with C&C_Mountain, the original .mix map!! [October 10, 2002, 17:16: Message edited by: Bumpaneer]

Subject: What have you created!?

Posted by [Anonymous](#) on Thu, 10 Oct 2002 21:30:00 GMT

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Absolutely nothing. I just sit around all day and read boring topics.

Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:06:00 GMT

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I have a complete european war torn house, if anyone wants it, fully textured. dont look too bad either. Not to big.

Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:16:00 GMT

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A police car, a '96 Jeep Grand Cherokee Laredo (the one I drive hehe), 2 maps that completeley suck and one that doesn't suck too much and some other stuff

Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:18:00 GMT

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quote:Originally posted by aircraftkiller2001:I designed tiberium that is almost a replica to TD tiberium.Thought that was from the convertor, correct me if I am wrong though...

Subject: What have you created!?
Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:30:00 GMT
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hey ACK, can I have some TD tiberium? There should be a website for renegade, where you can download bits and peices to add to your map. It wouldnt be very creative to use all other people stuff but it would be neat to see this.

Subject: What have you created!?
Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:50:00 GMT
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quote:Originally posted by Planetshaun.co.uk: quote:Originally posted by aircraftkiller2001:!
designed tiberium that is almost a replica to TD tiberium.Thought that was from the convertor,
correct me if I am wrong though...It came with the *help* of the converter, but the mesh itself had
to be redone to give it the "sponge" that the Tiberium crystals grow from.

Subject: What have you created!?
Posted by [Anonymous](#) on Fri, 11 Oct 2002 00:59:00 GMT
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You dont see any "minimaps in multiplayer levels, so I am going to put one in the barracks, so
peeps who never played the map before know all the tunnels and routes to the enemy base.
should help.

Subject: What have you created!?
Posted by [Anonymous](#) on Fri, 11 Oct 2002 09:48:00 GMT
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Stuff that blows up...but for the past few weeks - been making nice little snot strings (stomach
virus - sicko)...hope to get making more things....

Subject: What have you created!?
Posted by [Anonymous](#) on Fri, 11 Oct 2002 11:21:00 GMT
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A few of my projects. I might upload pics of other things I've done later. [October 11, 2002,
11:27: Message edited by: Falconxl]

Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:00:00 GMT

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Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:30:00 GMT

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I made some "realistic tiberium" that is available for download , and it is very low poly.

Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:46:00 GMT

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I have made a lot of things... but my newest is my Mech COmbat armorhttp://www.renegademods.info/users/Laser2150/Mecharmor.JPG

Subject: What have you created!?

Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:54:00 GMT

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lol! neat!And orcapilot, AircraftCarrier has a much better and more realistic version, but I may use yours.

Subject: What have you created!?

Posted by [Anonymous](#) on Sat, 12 Oct 2002 11:33:00 GMT

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Anybody know where I can find a hedgehog? I dont want to model it myself.
