
Subject: a little bit bored :-)

Posted by [Sparxxx](#) on Mon, 10 Jan 2005 13:33:19 GMT

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So i made two models from TD. I know they doesnt look exactly like the orginal ones. They are not for any modification or something else. Only for fun. I think im going to make some more.

I must say that I´m not very good in texturing so don´t look to much at the Textures
Polycount is about 2000-3000

Subject: a little bit bored :-)

Posted by [idebo](#) on Mon, 10 Jan 2005 15:01:49 GMT

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There awesome!

Subject: a little bit bored :-)

Posted by [Jaspah](#) on Mon, 10 Jan 2005 15:12:01 GMT

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I'm liking that buggy.

Subject: a little bit bored :-)

Posted by [Jecht](#) on Mon, 10 Jan 2005 17:38:59 GMT

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great detail :thumbsup:

Subject: a little bit bored :-)

Posted by [Nightma12](#) on Mon, 10 Jan 2005 17:54:57 GMT

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would be great if we could use those in place of the current ones we have in renegade

(textured better of course)

Subject: a little bit bored :-)

Posted by [Deactivated](#) on Mon, 10 Jan 2005 18:41:40 GMT

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Yes, it would be great to see them in a mod.
However Renegade doesn't do justice for these models.

Subject: a little bit bored :-)

Posted by [Majiin Vegeta](#) on Mon, 10 Jan 2005 19:02:10 GMT

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they look sweet nice work and that buggy is a great idea

Subject: a little bit bored :-)

Posted by [Creed3020](#) on Mon, 10 Jan 2005 21:51:56 GMT

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Those are really good, and the textures are decent enough to make you really enjoy the actual detail of the model.

I'd love to see these ingame!

Subject: a little bit bored :-)

Posted by [rm5248](#) on Mon, 10 Jan 2005 21:57:51 GMT

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Buggy is really cool, the artillery is so-so.

Subject: a little bit bored :-)

Posted by [Naamloos](#) on Mon, 10 Jan 2005 22:16:06 GMT

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Yes, red X looks great...

Subject: a little bit bored :-)

Posted by [icedog90](#) on Mon, 10 Jan 2005 22:55:59 GMT

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These should be put into use... I bet Blazea would love to have them for his GTA level.

Subject: a little bit bored :-)

Posted by [Jaspah](#) on Mon, 10 Jan 2005 22:56:17 GMT

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SeaManYes, it would be great to see them in a mod.
However Renegade doesn't do justice for these models.

What about Half-Life 2?

Subject: a little bit bored :-)

Posted by [icedog90](#) on Mon, 10 Jan 2005 22:57:33 GMT

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If he means Renegade can't handle them, Renegade can surely handle them. I don't know exactly what he's talking about.

Subject: a little bit bored :-)

Posted by [Spice](#) on Mon, 10 Jan 2005 22:59:22 GMT

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I think he was more of imply that he wants them for his commando mod.

I really like the buggy.

If you would like them Setup for gameplay in renegade you can contact me.

Subject: a little bit bored :-)

Posted by [icedog90](#) on Mon, 10 Jan 2005 23:04:32 GMT

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I consider them Renegade quality. For Half-Life 2, they need much more polygons to look smoother, such as the wheels and interior.

Subject: a little bit bored :-)

Posted by [Sparxxx](#) on Tue, 11 Jan 2005 12:58:14 GMT

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Thanks for the many comments. I don't think they will fit in Half-life. Maybe Battlefield would be better, because of the large terrain. But theres nothing planed in that direction. I havent't got the time to make so much models. The only time i can model and relax a bit is over the weekends. Next I'm going to make the Nod Light Tank. I post pictures when it's finished and textured. I don't like to show untextured models even if the textures a not very good

Subject: a little bit bored :-)

Posted by [Deactivated](#) on Tue, 11 Jan 2005 14:41:22 GMT

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You can have large terrain in Half Life 2

And oh make sure the light tank you're modeling is M2A1 Bradley Fighting Vehicle fitted with a 75mm cannon.

Subject: a little bit bored :-)

Posted by [Sparxxx](#) on Tue, 11 Jan 2005 17:15:45 GMT

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Yes, but Battlefiled is desgined for it.

I know. I think Westwood changed some parts, because some things are different from the Bradley m2a1.

Subject: a little bit bored :-)

Posted by [Axel / Sugar / Invictus](#) on Wed, 12 Jan 2005 01:02:58 GMT

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The models both look well constructed. Not sure what the acceptable poly count is for vehicles in Renegade, but they both seem kinda high. The texture on both of them is too monochromatic. I think there should be more color variation, maybe add some browns and slight greens to some of the areas to make it more worn, and add depth. Also it seems that while the poly count adds a lot of detail, the texture adds virtually none, especially on the second model of the mobile gun. As much as you said you aren't good at texturing, I would take that advice into account to some extent.

Also, if possible, I would make the camo patches connect on the separate surfaces.

I would add smaller details like bolts and seams, to give them a sense of scale.

Subject: a little bit bored :-)

Posted by [Spice](#) on Wed, 12 Jan 2005 01:23:32 GMT

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AxelThe models both look well constructed. Not sure what the acceptable poly count is for vehicles in Renegade, but they both seem kinda high. The texture on both of them is too monochromatic. I think

there should be more color variation, maybe add some browns and slight greens to some of the areas to make it more worn, and add depth. Also it seems that while the poly count adds a lot of detail, the texture adds virtually none, especially on the second model of the mobile gun. As much as you said you aren't good at texturing, I would take that advice into account to some extent.

Also, if possible, I would make the camo patches connect on the separate surfaces.

I would add smaller details like bolts and seams, to give them a sense of scale.

Don't be jelous now that these are way better than your mammoth tank.

Subject: a little bit bored :-)
Posted by [Axel / Sugar / Invictus](#) on Wed, 12 Jan 2005 01:41:37 GMT
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Right, right. I'm Sorry. Please, I don't want my post to rack up a big fuss like last time.

Subject: a little bit bored :-)
Posted by [icedog90](#) on Wed, 12 Jan 2005 02:24:36 GMT
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SparxxxYes, but Battlefiled is desgined for it.

I know. I think Westwood changed some parts, because some things are different from the Bradley m2a1.

Half-Life 2 doesn't have to be designed for it. I can easily make a quick map in Hammer that is really big, has hills, and has a lot of open space. It will run perfectly fine.

Subject: a little bit bored :-)
Posted by [Pendullum](#) on Wed, 12 Jan 2005 14:45:29 GMT
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Red X again

Subject: a little bit bored :-)
Posted by [WNxCABAL](#) on Wed, 12 Jan 2005 16:33:18 GMT
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PendulumRed X again

Shaun, get rid of IE lol, its not doing you any good

Subject: a little bit bored :-)

Posted by [Pendulum](#) on Wed, 12 Jan 2005 17:52:45 GMT

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might be the firewall

Subject: a little bit bored :-)

Posted by [WNxCABAL](#) on Thu, 13 Jan 2005 00:45:34 GMT

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Pendulummight be the firewall

or even better,

Format c:
