
Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Mon, 31 Jan 2005 10:50:27 GMT
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Exdeath has just completed the first of several new building models for Renegade: A New Hope. This is the Rebel Finances Center. It is the equivalent of the Tiberium Refinery in Renegade. A finances transport vessel flies to and from deep space to deliver funds from the finances headquarters for each team, flying up into space and out of sight. It can be intercepted while docked or as it leaves or enters the atmosphere. As in Renegade, this building is responsible for supplying players with a steady flow of cash; if it is destroyed the team may soon be unable to purchase equipment. Model and texture by Exeath.

Visit <http://newhope.conquergaming.com> for more information and updates on this Total Conversion mod for CnC Renegade.

Subject: Renegade: A New Hope Update
Posted by [Aircraftkiller](#) on Mon, 31 Jan 2005 10:54:54 GMT
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Stop using Renegade textures and make your own. The grass and grass\gravel are tiled way too large, pebbles are not as large as a football.

Subject: Renegade: A New Hope Update
Posted by [Jecht](#) on Mon, 31 Jan 2005 12:00:53 GMT
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i like the door.

Subject: Renegade: A New Hope Update
Posted by [Nodbugger](#) on Mon, 31 Jan 2005 13:16:34 GMT
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AircraftkillerStop using Renegade textures and make your own. The grass and grass\gravel are tiled way too large, pebbles are not as large as a football.

Go back to taking 6 hours to make a polygon.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Mon, 31 Jan 2005 13:24:08 GMT
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I like it. ACK right about the ground though.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Mon, 31 Jan 2005 13:43:38 GMT
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Looks good to me, nice work. It's like that thing with the Mobile Gap Generator, who the fuck is going to stare at the fucking ground in the middle of a game?

Subject: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Mon, 31 Jan 2005 14:50:15 GMT
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Looks decent, except that the same (obvious) small texture is repeated around the outside of the entire building. (Someone needs to teach him how to UVW map his models (correctly) and how to paint on them instead of just applying a single small texture to be repeated over the entire thing...)

Quote:who the fuck is going to stare at the fucking ground in the middle of a game?
Unless you go around the game staring straight up, pretty much everyone would. The ground is almost always in your view.

Subject: Renegade: A New Hope Update
Posted by [Pendulum](#) on Mon, 31 Jan 2005 17:17:50 GMT
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I like it. And that ground is probably something put there for this particular picture.

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Mon, 31 Jan 2005 19:27:19 GMT
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Sir Phoenixx(Someone needs to teach him how to UVW map his models (correctly) and how to paint on them instead of just applying a single small texture to be repeated over the entire thing...)

You maybe? Besides , It's a bunker design. It shouldn't have multiple textures layed all through out the outside just because you can.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Mon, 31 Jan 2005 21:36:35 GMT
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Yeah, but everyone is probably too busy to care. They'd get killed with that A-295 Blaster Rifle if they were busy typing in how much it sucked, or stared at the ground long enough to care.

Subject: Renegade: A New Hope Update
Posted by [Slash0x](#) on Mon, 31 Jan 2005 21:38:31 GMT
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Atleast, they'd have an actually mod out for Renegade...

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Mon, 31 Jan 2005 22:16:43 GMT
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AircraftkillerStop using Renegade textures and make your own. The grass and grass\gravel are tiled way too large, pebbles are not as large as a football.

READ THIS CAREFULLY:

We have completely different textures for grass, snow, and dirt. Just because he used the Renegade grass and dirt textures around it and alpha blended it bad doesn't mean all levels are going to have that.

Think of it like how you use extremely high detailed trees in your renders for RenAlert/APB and how we assume you're not using those in trees in-game (well, most of us).

Subject: Renegade: A New Hope Update
Posted by [Aircraftkiller](#) on Tue, 01 Feb 2005 00:31:08 GMT
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So if they were already made, what's the excuse for showing that garbage off?

Subject: Renegade: A New Hope Update

Posted by [cowmisfit](#) on Tue, 01 Feb 2005 01:09:37 GMT

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ahah the voices make them stOP make them stop ahahahah

Subject: Renegade: A New Hope Update

Posted by [Oblivion165](#) on Tue, 01 Feb 2005 01:18:29 GMT

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Question ack.

Why do you have two links to the same place in your sig?

Subject: Renegade: A New Hope Update

Posted by [Sir Phoenixx](#) on Tue, 01 Feb 2005 02:07:06 GMT

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EXdeath7You maybe?

If you (or anyone else) want to, you can e-mail me and I'll help you with UVW mapping (or almost anything about modeling with 3dsmax and gmax).

EXdeath7Besides , It's a bunker design. It shouldn't have multiple textures layed all through out the outside just because you can.

I didn't say anything about putting multiple textures around the building. Instead of repeating the same set of dents around the entire building, you could UVW map the building right and using one texture map you can make every part of the building's concrete walls completely unique without any repeating dents or anything like that.

Quote:Yeah, but everyone is probably too busy to care.

That's just an excuse for people who are either too lazy, or not skilled enough to do it any better.

Subject: Renegade: A New Hope Update

Posted by [icedog90](#) on Tue, 01 Feb 2005 07:20:42 GMT

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AircraftkillerSo if they were already made, what's the excuse for showing that garbage off?

Don't ask me, I didn't make the scene... Ask Exdeath. But it doesn't mean we actually use those textures in the mod.

Sir PhoenixxEXdeath7You maybe?

If you (or anyone else) want to, you can e-mail me and I'll help you with UVW mapping (or almost anything about modeling with 3dsmax and gmax).

He's being helpful, Exdeath. If I were you I'd take the opportunity and see if he can teach you things you didn't know before.

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Tue, 01 Feb 2005 08:36:52 GMT
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Bleh , whatever textures the mapper (Icedog90) Puts on the level is the plan. I didn't want to spend too much time on something that is not going to be used.

Yeah Sir Phoenixx , It would be great if you could show me what your talking about. I would rather you show me in these forums though so the rest of the members can benifit from the information.

Subject: Renegade: A New Hope Update
Posted by [Renardin6](#) on Tue, 01 Feb 2005 11:08:11 GMT
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AircraftkillerStop using Renegade textures and make your own. The grass and grass\gravel are tiled way too large, pebbles are not as large as a football.

yeah, and plz do the same for your renalert mcv wheels ack.

Subject: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Tue, 01 Feb 2005 14:30:39 GMT
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EXdeath7Bleh , whatever textures the mapper (Icedog90) Puts on the level is the plan. I didn't want to spend too much time on something that is not going to be used.

Yeah Sir Phoenixx , It would be great if you could show me what your talking about. I would rather you show me in these forums though so the rest of the members can benifit from the information.

Alrighty. First, are you using 3dsmax or gmax? I'll post a new thread for it after I get it together.

Subject: Renegade: A New Hope Update
Posted by [Renx](#) on Tue, 01 Feb 2005 15:39:08 GMT
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EXdeath7It shouldn't have multiple textures layed all through out the outside just because you can.

Yes it should. Datz lyk sayin i dunt hav to spel rite, just cuz i can.

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Tue, 01 Feb 2005 19:58:39 GMT
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Sir PhoenixxAlrighty. First, are you using 3dsmax or gmax? I'll post a new thread for it after I get it together.

I'm using 3Dsmx6.

Subject: Renegade: A New Hope Update
Posted by [Panther](#) on Tue, 01 Feb 2005 22:25:23 GMT
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Is it just me or do the textures on the outside of the structure look... really bad?

Subject: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Thu, 03 Feb 2005 04:17:01 GMT
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It's done, I just need some place to put all of the images and I'll post it in the morning.

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Thu, 03 Feb 2005 04:32:47 GMT
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Put them on <http://www.n00bstories.com> , It's has a free image hosting feature.

Subject: Renegade: A New Hope Update
Posted by [Chronojam](#) on Thu, 03 Feb 2005 06:31:03 GMT
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I like the building, but the first thing I thought when I saw the inside was "C&C Renegade: inside of a Nod building"... The walls, and ceiling, remind me too much of some random Nod structure; it ruins the Star Wars feel for me.

Also, the outside.. those big "paint scratches" seem to loop way too much; if it didn't have those as part of the texture, and instead had a variety of different ones placed around it and spun different ways (like placing decals onto the red part, rather than having them built in)... it'd look way the hell better. Does that make sense at all? Even if it means putting a couple planes angled to match the building like "posters" of the scrapes, it'd come across looking nicer. I'm not big on mapping (you'd cry if you saw my attempts) but maybe you could have pre-angled damage/scrape "posters" for map makers to place on the building atop the normal red-with-some-scratches texture. Maybe I'm

wasting my time.
