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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Renardin6](#) on Thu, 03 Feb 2005 11:28:06 GMT  
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Model : PermaGrin  
Texture : Renardin

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Thu, 03 Feb 2005 11:41:57 GMT  
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Show it in W3D Viewer, not in a Max render. It will not look that way in the Renegade engine, and FYI... It still looks like plastic. Find another artist.

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [XSilent0X](#) on Thu, 03 Feb 2005 11:46:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Stfu ACK, it looks great.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Deactivated](#) on Thu, 03 Feb 2005 12:22:48 GMT  
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Some comparison shots:  
<http://www.cybergooch.com/pages/tibsunarchive/flametank.htm>

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [glyde51](#) on Thu, 03 Feb 2005 13:34:08 GMT  
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---

Looks great.

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [m1a1\\_abrams](#) on Thu, 03 Feb 2005 13:35:46 GMT  
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Looks good to me. Well done.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [revenuke](#) on Thu, 03 Feb 2005 13:42:39 GMT  
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---

looks great

good remarks = 4  
bad 1s= 1 (ack)

hmm guess whos right....

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [tooncy](#) on Thu, 03 Feb 2005 13:49:56 GMT  
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WOW! That looks great.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jecht](#) on Thu, 03 Feb 2005 13:54:55 GMT  
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hawt, mi give it a 9/10

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Ferhago](#) on Thu, 03 Feb 2005 13:56:38 GMT  
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Not having slightly slanted grinders really takes away from it.

Doesn't look anywhere near as menacing

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [StoneRook](#) on Thu, 03 Feb 2005 14:00:50 GMT  
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---

FerhagoNot having slightly slanted grinders really takes away from it.

Doesn't look anywhere near as menacing

---

the grinders are not slanted - that is an optical effect.

the spikes are actually offset to give the illusion that the main bars are slanted. They are in a "V" pattern.

look more closely at the <http://www.cybergooch.com/pages/tibsunarchive/flametank.htm>

But I agree - the "slanted" look does make it more menacing....

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [WNxCABAL](#) on Thu, 03 Feb 2005 15:25:57 GMT  
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I give it a 10/10

Sweet Job!

Can we see a W3D view?

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Sir Phoenixx](#) on Thu, 03 Feb 2005 15:27:57 GMT  
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Looks good...

The treads have the wrong texture, and it's too dark, it needs to be a little brighter.

It's too short, it needs to be long enough to have the hand rail, steps, and the door just behind where the arms fold back at.

Most of the texture is way too clean, especially those arms and the sides.

The two rollers should be a little farther apart.

That thing on top needs to be rounded a little on the top edges, and a lot towards the front.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Renardin6](#) on Thu, 03 Feb 2005 15:42:17 GMT  
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AircraftKillerI shouldn't post here, I am on the ignore list of Renardin so I am losing my time.

(just a tip dude)

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Sir Phoenixx](#) on Thu, 03 Feb 2005 15:54:37 GMT  
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Still needs to be fixed. (Oh, and that little armor like thing with the Nod logo on it in front of the top part shouldn't even be there at all.)

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Renardin6](#) on Thu, 03 Feb 2005 15:56:40 GMT  
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I add some stuff like on almost every models. More details is good, copy old model of 1997 is cool but adding more details is a plus. You don't see those from a top view.

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---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Oblivion165](#) on Thu, 03 Feb 2005 16:19:05 GMT  
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One thing I would change is the Renegade treads texture, overused.

EDIT: Oh and this isnt your fault or anything, but it just looks like a fancy toaster. Thats the design though.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Spice](#) on Thu, 03 Feb 2005 16:43:26 GMT  
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---

Yeah , I agree. Let's make a new tread texture. I thought it was a little low detail but it does look like the renders.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Chronojam](#) on Thu, 03 Feb 2005 17:13:27 GMT  
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Sir Phoenixx that little armor like thing with the Nod logo on it in front of the top part shouldn't even be there at all.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Creed3020](#) on Thu, 03 Feb 2005 17:55:33 GMT  
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---

Well I would have to say that is one menacing flame tank.

That is a formindable weapon by far. Great to see another progress report keep it up Reborn.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [liberator](#) on Thu, 03 Feb 2005 19:24:15 GMT  
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---

I have to that is the best looking thing you guys have put out.

And if you have somehow recruited with JonWil to do you're coding I may have to give this another look later.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [SuperFlyingEngi](#) on Thu, 03 Feb 2005 22:15:13 GMT  
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---

I think this is the best model I've ever seen from Reborn.

AWESOME work.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [xptek](#) on Thu, 03 Feb 2005 22:43:47 GMT  
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Nice work.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Dave Mason](#) on Thu, 03 Feb 2005 23:07:00 GMT

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---

looks great!

poly count?

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Thu, 03 Feb 2005 23:44:04 GMT  
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AircraftkillerShow it in W3D Viewer, not in a Max render. It will not look that way in the Renegade engine, and FYI... It still looks like plastic. Find another artist.

Then let's see your barracks models or whatever else you've made for Red Alert in-game.  
:rolleyes:

Because I know sure as hell, those are not Source renders you've posted.

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [rm5248](#) on Fri, 04 Feb 2005 00:20:52 GMT  
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---

The red that you use on the bars holding the flame thrower on the side should be a dirtier red color. Too bright and plain right now.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Spice](#) on Fri, 04 Feb 2005 04:25:18 GMT  
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I'm glad to see all the positive comments , It actually feels like we are getting a small bit of support from the renegade community now.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Oblivion165](#) on Fri, 04 Feb 2005 04:40:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerShow it in W3D Viewer, not in a Max render. It will not look that way in the Renegade engine, and FYI... It still looks like plastic. Find another artist.

Sir PhoenixxStill needs to be fixed. (Oh, and that little armor like thing with the Nod logo on it in front of the top part shouldn't even be there at all.)

oblivion165One thing I would change is the Renegade treads texture, overused.

i like it though.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [IRON FART](#) on Fri, 04 Feb 2005 05:11:57 GMT  
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---

I like that model.

I would try to beef up the rollers a bit. They don't look very intimidating.

Slanting them to either side like on that page with the renders would make them look a hell of a lot tougher.

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---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [jonwil](#) on Fri, 04 Feb 2005 05:28:02 GMT  
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---

I definatly agree that the models should be shown off in w3dview or something instead of a render in 3ds or whatever.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [m1a1\\_abrams](#) on Fri, 04 Feb 2005 05:34:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I didn't notice it at first, but the spikes are actually arranged in the same "V" pattern on the Reborn model. I think it's that much more noticeable on the Eric Gooch render because of how clean and shiny the grinders are.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Burn](#) on Fri, 04 Feb 2005 19:15:59 GMT  
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---

Like a few people have already said, I too would like to see that tank in a W3D view. When it's rendered like that, there's anti-aliasing, final gathering, etc., and the tank looks much more eye-pleasing.

I'm sure it looks fine in the W3D view, but I'd still like to see it.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Hav0c](#) on Fri, 04 Feb 2005 20:09:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Its been posted in w3d viewer, look again.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Cebt](#) on Sat, 05 Feb 2005 07:43:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

looks great.. i like it, good job

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Sat, 05 Feb 2005 09:09:05 GMT  
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---

It also isn't anywhere near dirty enough. If it digs through the sand, and all TS vehicles are caked with some kind of mud or sand, how is it that only the front portion looks like sand covered stone while the rest of it is completely clean, or plastic looking?

Sure, it looks great for a Micro Machines texture. It doesn't for an attempt at emulating Tiberian Sun.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Spice](#) on Sat, 05 Feb 2005 11:01:52 GMT  
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---

AircraftkillerIt also isn't anywhere near dirty enough. If it digs through the sand, and all TS vehicles are caked with some kind of mud or sand, how is it that only the front portion looks like sand covered stone while the rest of it is completely clean, or plastic looking?

What did you tell the public when they said that about your textures?

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Sat, 05 Feb 2005 11:32:45 GMT  
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---

I don't remember anyone ever telling me that, because nothing in Red Alert digs through the sand or exists in a predominately sandy environment as is the state of the Earth during Tiberian Sun.

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---



Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Renardin6](#) on Sat, 05 Feb 2005 11:51:03 GMT  
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Already posted but some must be blind... These are w3d renders...

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Sat, 05 Feb 2005 14:57:10 GMT  
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---

j4S[p]AircraftkillerShow it in W3D Viewer, not in a Max render. It will not look that way in the Renegade engine, and FYI... It still looks like plastic. Find another artist.

Then let's see your barracks models or whatever else you've made for Red Alert in-game.  
:rolleyes:

Because I know sure as hell, those are not Source renders you've posted.

Hey Aircraftkiller, you still haven't answered my question.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [glyde51](#) on Sat, 05 Feb 2005 15:27:19 GMT  
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---

j4S[p]j4S[p]AircraftkillerShow it in W3D Viewer, not in a Max render. It will not look that way in the Renegade engine, and FYI... It still looks like plastic. Find another artist.

Then let's see your barracks models or whatever else you've made for Red Alert in-game.  
:rolleyes:

Because I know sure as hell, those are not Source renders you've posted.

Hey Aircraftkiller, you still haven't answered my question.

It's because he knows you have your point made better than his.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Sir Phoenixx](#) on Sat, 05 Feb 2005 17:09:05 GMT  
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---

It's because he didn't even ask a question there.

Quote:Hey Aircraftkiller, you still haven't answered my question.  
It's kind of hard to answer a question when you haven't even asked one. Remember, there needs to be a question, before it can be answered.

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [glyde51](#) on Sat, 05 Feb 2005 17:34:11 GMT  
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---

Sir PhoenixxIt's because he didn't even ask a question there.

Quote:Hey Aircraftkiller, you still haven't answered my question.  
It's kind of hard to answer a question when you haven't even asked one. Remember, there needs to be a question, before it can be answered.

Let me help correct this matter: "Hey Aircraftkiller, you still haven't answered my post that cries out for answering."

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Sat, 05 Feb 2005 22:53:41 GMT  
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---

Source renders things in a similar fashion to Max. If I'm designing something in Max, and it's using the exact same shaders that Source uses, why wouldn't I render it in Max?

And, once again, what do I and my work have anything to do with the crap that Retardin showed off?

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jecht](#) on Sat, 05 Feb 2005 23:03:49 GMT  
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---

i think that Devils tongue looks great. Im not a mod maker, but as a simple game player im pretty impressed at that skin(texture).

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Sun, 06 Feb 2005 20:13:14 GMT

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---

AircraftkillerSource renders things in a similar fashion to Max. If I'm designing something in Max, and it's using the exact same shaders that Source uses, why wouldn't I render it in Max?

And, once again, what do I and my work have anything to do with the crap that Retardin showed off?

Source doesn't use the very same shaders. If he needs to show some models in-game, why the hell shouldn't you? :rolleyes:

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Everyone](#) on Sun, 06 Feb 2005 20:24:07 GMT

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---

Great model Renardin, nice to see such quality put into the w3d engine. And, Aircraftkiller, what haven't you shown that we hadn't seen already? With the exception of the hind and tesla tank, I haven't seen anything but renders coming out. Renders of models that are deceptively similar to the ones we already saw when you were still working with the w3d engine.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [TankClash](#) on Sun, 06 Feb 2005 22:51:02 GMT

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Use logic, maybe they are based off the same models/ images from the Red Alert video clips. Might be because they make them look like what they are supposed to look like.

"Sorry, but they don't want it pulling a hotdog cart"

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Everyone](#) on Sun, 06 Feb 2005 23:08:51 GMT

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I meant there was no noticable variation between the "source" models and the ones in w3d. They are supposedly improved, but there is no visible difference besides the fact that the source ones are rendered and w3d ones are ingame.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 00:11:48 GMT

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lol... You're blind.

---

J4, you're an idiot. I only use the tools that Source uses, like reflections, bump mapping, normal maps, specular highlighting, etc... I don't use anything unless it will look similar to what Source uses. Otherwise what's the point?

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [bisen11](#) on Mon, 07 Feb 2005 00:24:04 GMT  
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---

AircraftkillerIt also isn't anywhere near dirty enough. If it digs through the sand, and all TS vehicles are caked with some kind of mud or sand, how is it that only the front portion looks like sand covered stone while the rest of it is completely clean, or plastic looking?

Sure, it looks great for a Micro Machines texture. It doesn't for an attempt at emulating Tiberian Sun.

Self Cleaning :gdi: :sly:

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Pendulum](#) on Mon, 07 Feb 2005 00:35:17 GMT  
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Oh my god, AssCrackFiller called someone an idiot! Hes never said that before!

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Mon, 07 Feb 2005 01:11:55 GMT  
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Aircraftkillerlol... You're blind.

J4, you're an idiot. I only use the tools that Source uses, like reflections, bump mapping, normal maps, specular highlighting, etc... I don't use anything unless it will look similar to what Source uses. Otherwise what's the point?

I'm not a idiot. If you are expecting an in-game screenshot from him... Why can't you supply a simple model shown in Source? Because I seem to have remembered seeing 3DSMax renders of your or RenAlert models that you've posted. I don't give a shit if it "looks" like a Source model. I wanna see them in action and in-game. Just like you want it and I want it.

Also, why doesn't 'lol' bother you and 'ur' does? They're the same kind of internet abbreviations.  
:rolleyes:

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Sir Phoenixx](#) on Mon, 07 Feb 2005 01:38:20 GMT  
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Quote:Also, why doesn't 'lol' bother you and 'ur' does? They're the same kind of internet abbreviations.

No they're not. "Ur" is an abbreviation, "lol" is an acronym.

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [htmlgod](#) on Mon, 07 Feb 2005 01:53:24 GMT  
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Meh. This isn't bad, but it could with relative ease be made considerably better. First off, the black stuff on the sides, where it says "BT-16," looks way too much like wood dyed black. I see that it looked like that in the reference picture, but I still think you can take some liberty in that department. Also, the red paint looks bad. It looks like you brushed over it in low opacity, which is what you normally did. You should put the paint on a separate layer, give it a small amount of embossing around the edges, since the area with paint on it is slightly higher than the rest of the surface, and add scratches in varying depth in the paint. Other than that, it's not too bad. The teeth kind of look eerily clean around their edges, I don't know how they came to being like that. Otherwise, it's pretty solid.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Mon, 07 Feb 2005 02:01:49 GMT  
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Sir PhoenixxQuote:Also, why doesn't 'lol' bother you and 'ur' does? They're the same kind of internet abbreviations.

No they're not. "Ur" is an abbreviation, "lol" is an acronym.

Dictionary.com  
LOL  
abbr.

laughing out loud.

Come again?

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Sir Phoenixx](#) on Mon, 07 Feb 2005 02:16:41 GMT  
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An abbreviation is the shortening of a word, an acronym is specifically a word made from the first letters of several words.

Even though acronyms are forms of abbreviation, "ur" and "lol" still aren't "the same kind of internet abbreviations".

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 03:30:31 GMT  
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We can't put it into Source until the D6 version of Source is ready to be worked on. So instead of not showing anything at all, we show what we've made.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [glyde51](#) on Mon, 07 Feb 2005 03:38:51 GMT  
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---

AircraftkillerWe can't put it into Source until the D6 version of Source is ready to be worked on. So instead of not showing anything at all, we show what we've made.

So why not finish the Renegade version in that amount of time? Or at least a patch...

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 04:18:05 GMT  
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YOU FUCKING RETARD! I WILL NOT REPEAT MYSELF!

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [PiMuRho](#) on Mon, 07 Feb 2005 07:20:53 GMT  
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---

Meh, you can put anything you like into Source, right now.

I've been making vehicles and structures for another project and putting them in Source all this past week using nothing but the standard tools.

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 08:23:10 GMT  
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I can, but I'm not that interested in doing it right now. I would rather wait until D6 is ready before I do it as something may change.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Mon, 07 Feb 2005 17:57:18 GMT  
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If you can, but you don't want to. Why should Renardin6 waste his time and broadband getting the files into \*.w3d forum and uploading them for you to see?

And besides, I have the Source SDK. There is a model viewer... use it. :rolleyes:

Sir PhoenixxAn abbreviation is the shortening of a word, an acronym is specifically a word made from the first letters of several words.

Even though acronyms are forms of abbreviation, "ur" and "lol" still aren't "the same kind of internet abbreviations".

Still, they are the same kind of internet lingo that people use right now.

---

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 20:09:49 GMT  
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For several reasons:

1. He doesn't do anything with 3DS or gMax.
2. He's advertising a shitty "mod" for the Renegade engine which does not support most of what Source offers, so rendering it in Max is only making his texture look slightly better because it's still shit to begin with.
3. It's his job to show off what he makes in the proper way. In this case it's supposed to be viewed in W3D Viewer.

And you're an idiot. The model viewer only views .mdl files, not .3ds files or .max files.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Pendullum](#) on Mon, 07 Feb 2005 22:47:33 GMT  
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And in your case its supposed to be viewed as an ingame picture. Your bitching about renardin not posting his pictures in W3D viewer, as in an in-game picture, yet you cant be arsed to do it for your work?

---

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [YSLMuffins](#) on Tue, 08 Feb 2005 00:10:51 GMT  
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Yay, it's moved off topic. :-\

---

Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Tue, 08 Feb 2005 01:57:37 GMT  
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Once again I have to explain something I already explained. Talk about "arsed", whatever that means, while not bothering to read the obvious reason why we don't show things in Source? There is no reason to show them in the engine because they aren't placed in the engine yet. Since you can't read or something, I'll make it easier for you.

WE ARE WAITING FOR D6 TO GET AN ENGINE BUILD THAT WORKS BEFORE PLACING ANY ART ASSETS IN SOURCE.

Whereas Reshit can already place their work in the engine and show it off the way it should be. I simply emulate the Source rendering techniques as best I can, while you show off Reshit looking much more filtered and anti-aliased than Renegade will ever support.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [PiMuRho](#) on Tue, 08 Feb 2005 07:17:48 GMT  
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Unless I've missed something and the D6 team have acquired a Source licence, the renderer will be the same as stock HL2.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Tue, 08 Feb 2005 07:51:46 GMT  
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Yes, I realize this. I manipulate Max into having similar values, most notably in reflections... So instead of having crystal clear reflections, I give them a large blur value to mirror the fact that the reflection maps in Source are around 32x to 256x and will not be perfectly clear and crisp because of the sizes.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Pendulum](#) on Tue, 08 Feb 2005 21:36:48 GMT  
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AssCrackFillerI can, but I'm not that interested in doing it right now.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [DaveGMM](#) on Tue, 08 Feb 2005 22:07:15 GMT  
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Going back on topic, the little hump at the top shouldn't be there at all, but that is my only grief with the model.

Think about it. That machine tunnels under the ground, and the tunnel can only be as big as the cutting tools that it uses to make the tunnel. The Devil's Tongue has retractable flamethrowers for a reason - the digging tools dig an oblong shape, and the flamethrower extensions would snap when it entered the ground.

Since the grinders are BELOW the point of that hump, the tank would dig down about a metre and then just stop at an angle because some dipshit put a hump above the clearance of the tank.

And while that would be incredibly amusing to look at, it's wrong.

But like I say, otherwise it looks fine.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jecht](#) on Tue, 08 Feb 2005 23:48:34 GMT  
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lol

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Jaspah](#) on Tue, 08 Feb 2005 23:50:22 GMT  
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That same hump was on the renders of in-game movies. So somehow it can travel underground.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Fabian](#) on Wed, 09 Feb 2005 00:38:59 GMT  
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AircraftkillerWe can't put it into Source  
AircraftkillerI can [put it into Source], but I'm not that interested in doing it right now.

Very consistent.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Wed, 09 Feb 2005 03:22:43 GMT  
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Quote:We can't put it into Source until the D6 version of Source is ready to be worked on.

Post the full quote... Not just what you think justifies your retarded logic.I've stated many times that we're not taking in-game images until D6 is ready for us to do it.

I could do it for HL2, or just for the model viewer, but that's a waste of time when I can simply render it instead of spending an hour making the vtx files and converting from Max into .mdl, and finally making sure all the shaders are almost identical to how I want them to be.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Fabian](#) on Wed, 09 Feb 2005 03:24:56 GMT  
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The remainder of the quote doesn't make a difference.

You CAN put it into Source in one way or another. Period. You CHOOSE not to.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Wed, 09 Feb 2005 03:28:25 GMT  
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lol... Logic doesn't seem to knock on the door of your mind. I'll make it simpler for you:

I can put it into Source. I can't if I want it to work the way I want it to. Why in the world would I export a model to end up going through the same process again when the techniques for making it work are identified and applied?

Idiot...

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Fabian](#) on Wed, 09 Feb 2005 04:04:43 GMT  
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To see what it will look like in game. A 3DS render is an aproximation.

AircraftkillerIdiot...

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Subject: CnC Reborn : Nod Devil's Tongue

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Posted by [Aircraftkiller](#) on Wed, 09 Feb 2005 04:18:06 GMT

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But that's the thing, even if I did get it in there before D6 is ready, there is no guarantee that it will look the same. So I do it with 3D Studio instead until D6 is ready.

---

Subject: CnC Reborn : Nod Devil's Tongue

Posted by [IRON FART](#) on Wed, 09 Feb 2005 04:20:52 GMT

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Quote:

your retarded logic.I've stated many times  
OMGMGNGMG.....IM SHAKING

I just had to. Continue with the topic...

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Subject: CnC Reborn : Nod Devil's Tongue

Posted by [Doitle](#) on Wed, 09 Feb 2005 04:21:28 GMT

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If the texture is made in paint, you will say OMG WTF AIRCRAFTKILLER THAT LOOKS LIKE THE EMBODIMENT OF ASS PLURAL.

If it looks good you'll say Dag yo dat is a Scvheet text0r duder.

He's not going to show you a render of a Ranger in 3ds, and then a month later you play in game and are like OMFG WHAT THE HELL HE MODELED A TATOR TOT AND SAID IT WAS THE ALLIED RANGER!?

It'll for the most part look the same. It's like when you look at beta images of a game. Their pretty close, not exactly the same. They still give you an idea.

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Subject: CnC Reborn : Nod Devil's Tongue

Posted by [Jaspah](#) on Wed, 09 Feb 2005 22:26:23 GMT

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AircraftkillerQuote:We can't put it into Source until the D6 version of Source is ready to be worked on.

Post the full quote... Not just what you think justifies your retarded logic.I've stated many times that we're not taking in-game images until D6 is ready for us to do it.

I could do it for HL2, or just for the model viewer, but that's a waste of time when I can simply render it instead of spending an hour making the vtx files and converting from Max into .mdl, and

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finally making sure all the shaders are almost identical to how I want them to be.

So, then Renardin6 is wasting his time also. Right? :rolleyes:

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Aircraftkiller](#) on Thu, 10 Feb 2005 02:31:40 GMT  
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No, but you're definitely wasting your time when you make responses like that which show you don't pay any attention to anything except one single reply.

As I said earlier, had you paid any attention at all, they already have an engine to place their work in, and they've rendered their work in said engine before. Switching to Max now is no excuse and only hints that they're hiding some crappy look of it.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Chronojam](#) on Thu, 10 Feb 2005 13:45:02 GMT  
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DaveGMMGoing back on topic, the little hump at the top shouldn't be there at all, but that is my only grief with the model.

Think about it. That machine tunnels under the ground, and the tunnel can only be as big as the cutting tools that it uses to make the tunnel. The Devil's Tongue has retractable flamethrowers for a reason - the digging tools dig an oblong shape, and the flamethrower extensions would snap when it entered the ground.

Since the grinders are BELOW the point of that hump, the tank would dig down about a metre and then just stop at an angle because some dipshit put a hump above the clearance of the tank.

And while that would be incredibly amusing to look at, it's wrong.

But like I say, otherwise it looks fine.

Not to make you sound stupid, but that top part DOES go down before and after burrowing, simultaneous with the arms unfolding/folding... and, allegedly, Reborn will have this animation take place as part of a new digging system.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [DaveGMM](#) on Thu, 10 Feb 2005 17:19:47 GMT  
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If it does, then I retract my statement, sure.

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Pendulum](#) on Fri, 11 Feb 2005 12:42:57 GMT  
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indeed it will

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [Renardin6](#) on Sun, 13 Feb 2005 22:35:50 GMT  
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Is Jonathan D. holmes still talking shit ? I am sure he is. LOL how can he lose time on that...

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Subject: CnC Reborn : Nod Devil's Tongue  
Posted by [cheesesoda](#) on Mon, 14 Feb 2005 00:12:05 GMT  
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This thread was on the verge of dying, and then your ignorant ass posts in it. Nice job, dumbass.

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