
Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Renardin6](#) on Tue, 01 Mar 2005 00:04:11 GMT
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Exdeath7Well we decided to remake the no harpy.. again. Expect in-game images soon.

Model: Exdeath7
Texture: Renardin

NaamloosLooks good.

Edit: The textures are not all facing the same direction on the blades.

It will be fixed for in-game pics. It was of course inspired by the one of TA-mod.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Slash0x](#) on Tue, 01 Mar 2005 00:11:46 GMT
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You should have a glare effect added to the windows, would make it look more 1337.

EDIT: Exdeath, who's the biotch now?

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Fabian](#) on Tue, 01 Mar 2005 00:12:38 GMT
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The texture looks bad...spotted, almost. I got the same effect when I had a 32 bit TGA in the W3D instead of a 24. Try 24.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Renx](#) on Tue, 01 Mar 2005 00:23:44 GMT
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make the windows glare, and the legs should look more steel colored, instead of just the same armor the rest of it has.

Oops, he has me ignored. No constructive suggestions for him I guess. :rolleyes:

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [SuperFlyingEngi](#) on Tue, 01 Mar 2005 01:41:59 GMT
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Funky.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Aircraftkiller](#) on Tue, 01 Mar 2005 02:49:01 GMT
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Man, this almost looked good... Until it got zoomed in, then WHAM! Concrete! I suppose that lends to the theory that helicopters fly like a rock.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Spice](#) on Tue, 01 Mar 2005 02:58:12 GMT
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Slash0xYou should have a glare effect added to the windows, would make it look more 1337.

EDIT: Exdeath, who's the biotch now?

I wanted to add red windows but Renardin told me to do black. They are light refletive though. Well not really refletive but add the lighting glare effect on the glass.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [glyde51](#) on Tue, 01 Mar 2005 03:00:32 GMT
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Red windows would have rocked the hizzle >_>

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [TheGunrun](#) on Tue, 01 Mar 2005 03:02:21 GMT
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the harppy it self was a stupid idea why was it even put into TS

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [IRON FART](#) on Tue, 01 Mar 2005 03:07:38 GMT
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That looks nice. Do red windows though. Too much black.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Havoc 89](#) on Tue, 01 Mar 2005 03:08:25 GMT
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This is actually not bad. Still could use some fixing up, and then this should look pretty good. I actually like the black wind shield better than the red one. and imo, dont add a glare on the wind shield but instead add another reflective texture to give it realistic feel. and I think the bottom part with the lighter grey doesn't look right, it also looks somewhat stretched out. That is all I am worried about.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [htmlgod](#) on Tue, 01 Mar 2005 03:36:01 GMT
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Looks like you saved your texture in 32-bit TGA. Remember, w3d only supports up to 24-bit TGA textures. Other than that, it's pretty nice. The blades seem really chipped up... I think you'd probably not see much contact damage on helicopter blades, since contact with blades = death. Also, it wouldn't hurt to do some of that light/dark contrast painting used on the rudders to spice up the landing rails.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Jecht](#) on Tue, 01 Mar 2005 05:06:16 GMT
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do the red windows, I like the look very nice.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [M1Garand8](#) on Tue, 01 Mar 2005 06:28:13 GMT
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Red windows looks nicer.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [icedog90](#) on Tue, 01 Mar 2005 07:13:57 GMT

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Reborn SucksMan, this almost looked good... Until it got zoomed in, then WHAM! Concrete! I suppose that lends to the theory that helicopters fly like a rock.

I actually agree with him, (the zoomed in part). It looks pretty good when zoomed out, but up close it's extremely blotchy. Smells like a 32-bit texture map.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Renardin6](#) on Tue, 01 Mar 2005 09:32:22 GMT

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We might test it, but the black one is cool.

Let's see how red is...

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Hav0c](#) on Tue, 01 Mar 2005 17:57:02 GMT

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I think it would be better with the texture fixed and the screen made shiny tinted red.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Sir Phoenixx](#) on Tue, 01 Mar 2005 18:18:52 GMT

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The model looks good. It could use more detail on the shaft, it's not just one large cylinder in the middle, it needs to be about half as thick, with a smaller L shaped "arm" under each blade connecting them to a base/plate (swash plate) about halfway up the shaft. The bottom part of the tail would look much better rounded instead of angular/boxy. The blades look like they were just cloned and flipped across to make the one on the opposite side, they need to be rotated around into place as they're cloned instead so that they have the highlight on the same edge.

The texture is alright, it needs more work. The rotor blades should be almost completely clean, with almost no visible dents and gouges. The rest of the texture shouldn't be so rough looking, it's an advanced helicopter, it should be metallic and/or flat black/grays/etc.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Renardin6](#) on Tue, 01 Mar 2005 19:07:23 GMT

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HEY ALL, just watch the post of Sir P.

That's what I call : constructive critics.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Vitaminous](#) on Tue, 01 Mar 2005 19:30:20 GMT
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I bet you didn't even understand a fourth of what he said.

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Opalkilla](#) on Tue, 01 Mar 2005 19:34:16 GMT
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Vitaminous! bet you didn't even understand a fourth of what he said.

1/1024

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Cebt](#) on Wed, 02 Mar 2005 22:30:36 GMT
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Vitaminous! bet you didn't even understand a fourth of what he said.

ok that was uncalled for.. at least try to keep one post flame clean, just an idea

anyway,

i think the model looks good though the landing chassis looks a bit wierd, maybe make them go down a bit more diagonal instead of totally vertical? (sorry for the bad formulation, its late and im sick so cant think that well)

anyway i think you guys did a pretty good job on it always room for improovement though, it can always become better, there is no such thing as a perfect model heh..

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [cowmisfit](#) on Wed, 02 Mar 2005 23:19:33 GMT
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Sad that such a cool model has been killed by retards god awful texture.

Meh, it fits so well here too.

cowmisfit: retardin needs to stop beating the hell out of photoshop

cowmisfit: seriously

j_ball430: i know

cowmisfit: it wakes me up in the middle of the night screaming

j_ball430: haha

cowmisfit: The other night it was 2 o'clock in the morning and Photoshop called and was like "OMFG HE'S RAPING ME AGAIN icon_sad.gif "

Subject: Command & Conquer : Reborn :: NOD HARPY

Posted by [Spice](#) on Thu, 03 Mar 2005 00:01:51 GMT

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It doesn't really fit though because he doesn't use photoshop.

Subject: Command & Conquer : Reborn :: NOD HARPY

Posted by [cowmisfit](#) on Thu, 03 Mar 2005 00:27:36 GMT

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oh a technicality, well what ever he uses he sucks at. Your model is great, but his texture makes it look like a flying peice of concrete.

Subject: Command & Conquer : Reborn :: NOD HARPY

Posted by [Oblivion165](#) on Thu, 03 Mar 2005 00:37:36 GMT

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I like it.

Subject: Command & Conquer : Reborn :: NOD HARPY

Posted by [Renardin6](#) on Thu, 03 Mar 2005 01:51:02 GMT

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cowmisfitoh a technicality, well what ever he uses he sucks at. Your model is great, but his texture makes it look like a flying peice of concrete.

It looks like plastic. lol (sarcasm)

Subject: Command & Conquer : Reborn :: NOD HARPY

Posted by [cheesesoda](#) on Thu, 03 Mar 2005 01:55:42 GMT

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Did he just insult himself?

Subject: Command & Conquer : Reborn :: NOD HARPY
Posted by [Vitaminous](#) on Thu, 03 Mar 2005 02:16:15 GMT
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OMG UR SO FUNNAY RETARDIN LOUL
*ASSPRIEM KIZZESS RETARDAN'S AS VEGAROUSLAY
