
Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Mon, 02 May 2005 12:17:54 GMT
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Thanks to RayPinit (and Axel_Snog who found this great artist).

I let you enjoy. W3D renders only.

Subject: CNC REBORN : Umagon
Posted by [Creed3020](#) on Mon, 02 May 2005 16:44:38 GMT
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That tiberium crystal looks cool there. The only bothering bit is the huge box on her right wrist guard. Good work guys. How much longer till her weapon is finished?

Subject: CNC REBORN : Umagon
Posted by [reborn](#) on Mon, 02 May 2005 18:51:41 GMT
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One of the best models and textures i've seen on the renegade engine.

Subject: CNC REBORN : Umagon
Posted by [danpaul88](#) on Mon, 02 May 2005 19:12:25 GMT
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much improved compared to the last version you posted some time back

Subject: CNC REBORN : Umagon
Posted by [Aircraftkiller](#) on Mon, 02 May 2005 19:53:12 GMT
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I guess you haven't seen much work then. Come on, you can look at that model with even a cursory glance and see that the clothes don't fit properly. When was the last time you put on a pair of shorts and they became blurry around the point where they met your legs?

Yeah okay. BEST MODEL EVER!!1

idiot...

Subject: CNC REBORN : Umagon
Posted by [Oblivion165](#) on Mon, 02 May 2005 19:56:04 GMT
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AircraftkillerI guess you haven't seen much work then. Come on, you can look at that model with even a cursory glance and see that the clothes don't fit properly. When was the last time you put on a pair of shorts and they became blurry around the point where they met your legs?

Yeah okay. BEST MODEL EVER!!1

idiot...

When's the last time you went outside and everybody was the same size/shape, just with other shit on

Subject: CNC REBORN : Umagon
Posted by [Aircraftkiller](#) on Mon, 02 May 2005 20:25:31 GMT
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The legs just need to look better too. It's like she's got prosthetic equipment, and blurry clothing... It doesn't work right.

Subject: CNC REBORN : Umagon
Posted by [WNxCABAL](#) on Mon, 02 May 2005 20:30:29 GMT
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Its a Game :rolleyes:

Nice work guys!

Subject: CNC REBORN : Umagon
Posted by [reborn](#) on Mon, 02 May 2005 20:39:01 GMT
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I also think that where her hair meets her forehead you done a really good job. It doesn't just stop, you made a really nice effect there and the detail is good. I never noticed it before, but thats the effect you want. Good job.

Subject: CNC REBORN : Umagon
Posted by [YSLMuffins](#) on Mon, 02 May 2005 21:11:12 GMT
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The pictures aren't loading for me...

Subject: CNC REBORN : Umagon

Posted by [Sir Phoenixx](#) on Mon, 02 May 2005 21:36:50 GMT

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Oblivion165When's the last time you went outside and everybody was the same size/shape, just with other shit on

Hmm, just like Reborn.

Actually, you'd have a better chance of seeing people in a group/area of similar size/shape, then people that are significantly different enough.

Subject: CNC REBORN : Umagon

Posted by [icedog90](#) on Mon, 02 May 2005 21:37:17 GMT

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YSLMuffinsThe pictures aren't loading for me...

They used to work, they don't any more. I believe Renardin took them down on purpose.

Subject: CNC REBORN : Umagon

Posted by [Sir Phoenixx](#) on Mon, 02 May 2005 21:38:19 GMT

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Those images work for me.

Subject: CNC REBORN : Umagon

Posted by [Oblivion165](#) on Mon, 02 May 2005 21:39:38 GMT

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Sir PhoenixxOblivion165When's the last time you went outside and everybody was the same size/shape, just with other shit on

Hmm, just like Reborn.

Actually, you'd have a better chance of seeing people in a group/area of similar size/shape, then people that are significantly different enough.

Hmm, just like RenAlert.

And man now that you mention it my yearbook could be summed up in one picture :rolleyes:

Subject: CNC REBORN : Umagon
Posted by [YSLMuffins](#) on Mon, 02 May 2005 22:29:39 GMT
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The pictures work for me now. I like the face and the mask, but why don't her boots match? And yes, it does look weird for there to be a blur where clothes meet bare skin...

It looks better than previous Umagons I've seen.

Subject: CNC REBORN : Umagon
Posted by [Toolstyle](#) on Mon, 02 May 2005 23:52:50 GMT
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I don't like that...THING...on her sholder.

Subject: CNC REBORN : Umagon
Posted by [Jaspah](#) on Tue, 03 May 2005 00:24:17 GMT
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Aircraftkiller, you need to remind yourself that Reborn is still in it's alpha and beta testing. Do you dare me to bring some early work of Renegade Alert (the old, old .pkg version) and show how much that peice of shit looks like fucking crap?

Subject: CNC REBORN : Umagon
Posted by [glyde51](#) on Tue, 03 May 2005 00:46:07 GMT
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I think it DOES definatley need some work. The texture is a touch blurry.

Subject: CNC REBORN : Umagon
Posted by [EatMyCar](#) on Tue, 03 May 2005 01:00:46 GMT
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It DOES need work. textures are blurry,but,other then that,she is brilliant!!! when i get Broadband,im downloading this mod...

Subject: CNC REBORN : Umagon
Posted by [genetix](#) on Tue, 03 May 2005 01:59:37 GMT
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j4S[p]Aircraftkiller, you need to remind yourself that Reborn is still in it's alpha and beta testing. Do

you dare me to bring some early work of Renegade Alert (the old, old .pkg version) and show how much that peice of shit looks like fucking crap?

Please do.

Like I have said before. Downloading RenAlert was a waste of bandwidth. Please post some pictures so I can atleast get a good laugh out of it other than the short one I got from playing it. I would have laughed longer but the game was so fucking boring I closed it.

Keep up the good work ack

Good work to the Reborn team. That actually is a very good model for the Renegade engine.

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Tue, 03 May 2005 02:34:21 GMT
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I like it. Not only because its good for Renegade's engine, but also because ACK is jealous of it and is trying to put it down to make himself feel better.

GJ Renardin.

ACKI guess you haven't seen much work then. Come on, you can look at that model with even a cursory glance and see that the clothes don't fit properly. When was the last time you put on a pair of shorts and they became blurry around the point where they met your legs?

Yeah okay. BEST MODEL EVER!!1

idiot...

Cutoff hip huggers? There arent too many GAP stores in the world of Tiberian Sun..idiot...

Subject: CNC REBORN : Umagon
Posted by [Aircraftkiller](#) on Tue, 03 May 2005 04:00:20 GMT
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ROFL

Crimson wants me to stop antagonizing you kids, but I'm not so sure I want to if you're going to give me priceless gems like this:

Quote:Reborn is still in it's alpha and beta testing.

Yeah guess what... Reborn has been in private testing for years and we have yet to get a decently

playable version out to the public. I can recall about four times that their current "team" gave release dates that were later postponed. The most recent one was "It will be out in March", now it's May and no Reborn. Actually all they seem to do is keep remaking old crap into new crap. It takes the assembly line concept to a complete lower level!

Quote:Do you dare me to bring some early work of Renegade Alert (the old, old .pkg version) and show how much that peice of shit looks like fucking crap?

Yes you're quite articulate, aren't you... "How much that piece of shit looks like fucking crap." You could win the Pulitzer prize for excellence in writing with that fine specimen of English. Since you're obviously clueless, I'll let you in on a little known secret. RA had about 15 internal releases, with the 990 public release that was later fixed... Drumroll please... THAT SAME YEAR. Release in April of 2003 - 0.991 release in September of 2003.

Shortly after 0.991 came 0.9915 in September of 2003, with the 0.992 patch in Febuary of 2004, then the 0.9925 and 0.993 patches. After 0.993 came 0.9932. Now I know you've got troubles focusing your energy on understanding what you're writing about, so I'll explain it for you so that you're not going to be as totally clueless as you were when you wrote that reply.

Reborn has had a single, solitary, public release. As in, no more than one. Their internal releases? They only had three. We had 15 internal plus the public releases, all playable except the 0.990 package version which had several errors due to the package format.

You're almost comparing apples and oranges. Reborn has not released anything worthwhile and their fanbase is almost completely dead. One public release with three private releases and your n00b self comes in to defend them like you know what you're talking about.

Go back under your rock and stay there!

Subject: CNC REBORN : Umagon
Posted by [Aurora](#) on Tue, 03 May 2005 04:04:06 GMT
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An excellent model.

shit has never been so accurately portrayed in a game before.

Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Tue, 03 May 2005 06:46:42 GMT
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Aircraftkillernow it's May

Didn't want to read all so I quoted the first crap I saw.

I never said 'May'. Stop saying bullshit... ROFL

I have a website on moddb. Go there, TRY TO READ!

Subject: CNC REBORN : Umagon
Posted by [Oblivion165](#) on Tue, 03 May 2005 07:04:01 GMT
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Renardin6Aircraftkillernow it's May

Didn't want to read all so I quoted the first crap I saw.

I never said 'May'. Stop saying bullshit... ROFL

I have a website on moddb. Go there, TRY TO READ!

i thought laeubi would of did the whole thing....Not saying you cant, but he made a tutorial about it using that model.

Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Tue, 03 May 2005 09:03:54 GMT
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Laeubi corrected one leg, I finished the job with the tutorial. Fixed the shoulders.

That's a long work, didn't know it could be so hard.

Subject: CNC REBORN : Umagon
Posted by [Sir Phoenixx](#) on Tue, 03 May 2005 13:32:38 GMT
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Renardin6Aircraftkillernow it's May

Didn't want to read all so I quoted the first crap I saw.

I never said 'May'. Stop saying bullshit... ROFL

He never said that you said May, he said March.

AircraftkillerThe most recent one was "It will be out in March", now it's May and no Reborn.

Quote:TRY TO READ!

^^

Subject: CNC REBORN : Umagon

Posted by [Renardin6](#) on Tue, 03 May 2005 21:52:25 GMT

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cool, one point for you... :rolleyes:

Anyway, it's still BS and he keeps saying his shits.

So I will explain it for ACK:

Why does it take so much time for us to make the mod ?

I will give you a simple hint :

Look at the number of weapons you had in Renalert and look at your so 'nice-up-and-down' reload animation. Now just think about the fact we are going further on this : Animating hands and guns for more than 8 weapons like in Renalert... And it's only the weapon part. Now think about charcaters : we add much more than you, this ask more work too. Vehicles ? our vehciles need animation. Renalert vehicles were all tanks...

Buildings ? The nod wf was still a wip. Something much much better is coming for all.

The best part : WE STARTED THIS MOD ON 4th APRIL 2004. ALL THE WORK OF THE OLD REBORN OR OLD BETA IS IN THE GRABAGE. JUST FACE IT, WE ARE A NEW TEAM WITH A COMPLETE NEW MOD.

(I hope you will know understand this point and stop saying BS. So to help you and resume the stuff : we are working on reborn since 1 YEAR. we have a shit more work to do than what you did for Renalert.)

Subject: CNC REBORN : Umagon

Posted by [laeubi](#) on Wed, 04 May 2005 07:13:31 GMT

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@Oblivion: I used that Model to write the turoial and did the first setup and correct one error just to

show for the tutorial, and the handed it over to renardin so he can make it ready/test it

@Renardin: Maybe adding a Shaddow to the CLothes where the meet the 'legs' would add a more realistic touch to them? I mean it won't be recognized much ingame, but I msut agree that on that shoot it really loks a bit like the clothes are glued to the person

Subject: CNC REBORN : Umagon
Posted by [Aircraftkiller](#) on Sat, 07 May 2005 04:10:56 GMT
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You're a different team using the same name while doing the same crappy work that got you so hated back in 2002 when you first started.

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Sat, 07 May 2005 05:05:30 GMT
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its the renegade engine man, Thats an excellent model for such outdated resources. Westwood dint even make that good of models really...

Subject: CNC REBORN : Umagon
Posted by [Oblivion165](#) on Sat, 07 May 2005 05:23:40 GMT
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gbullits the renegade engine man, Thats an excellent model for such outdated resources. Westwood dint even make that good of models really...

Yeah look at the shotgun trooper.....UHG.

Subject: CNC REBORN : Umagon
Posted by [Sir Phoenixx](#) on Sat, 07 May 2005 12:02:18 GMT
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gbullits the renegade engine man, Thats an excellent model for such outdated resources. Westwood dint even make that good of models really...

Uh, no since there isn't any limitations, it being "outdated" is completely irrelevant. Renegade has no polygon limits, I'm not sure about the texture size limitations, but they can already be done as large as new games. The game not having models that good is also no reason at all to not try to make good models.

Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Sat, 07 May 2005 13:34:05 GMT
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Eric Goochl wish I had time for working on something like that, but between my job and the new work I'm doing for my portfolio, I can't take on any other projects.

Besides, you guys are doing a great job...I saw that Umagon model...sweet!

Subject: CNC REBORN : Umagon
Posted by [Deleted_](#) on Sat, 07 May 2005 13:41:02 GMT
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Reborn rocks!

Subject: CNC REBORN : Umagon
Posted by [Deactivated](#) on Sat, 07 May 2005 14:23:34 GMT
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Sir PhoenixxUh, no since there isn't any limitations, it being "outdated" is completely irrelevant. Renegade has no polygon limits, I'm not sure about the texture size limitations, but they can already be done as large as new games. The game not having models that good is also no reason at all to not try to make good models.

However there is a catch: If you use "high"-poly models (more than 2000), it will mess up the LOD system.

Even if the game was running at 60 FPS, the game would always load the low LOD version of the model. When the "high"-poly models are not on the screen, the game loads the highest LOD version of the model (depending on Graphics settings).

Subject: CNC REBORN : Umagon
Posted by [Spoony_old](#) on Sun, 08 May 2005 05:07:17 GMT
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Renardin6

So, on a scale of one to ten, how fun was it boning Umagon?

Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Sun, 08 May 2005 10:45:15 GMT

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I realized it was a hard work.

I would say 5/10... lol

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Sun, 08 May 2005 12:51:03 GMT
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OMG ROFL

Subject: CNC REBORN : Umagon
Posted by [Spoony_old](#) on Sun, 08 May 2005 14:19:53 GMT
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I've just noticed Umagon has a Timed C4 charge on her back.

Odd, since that wasn't in Tiberian Sun... I know most of Renegade is similarly inaccurate but hey... shouldn't only the Ghostalker (and perhaps engineers) have C4?

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Sun, 08 May 2005 22:11:15 GMT
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everyone in Renegade has C4 yet(if im correct, this was a while ago) only the commando does in Tiberian Dawn

Subject: CNC REBORN : Umagon
Posted by [Spoony_old](#) on Sun, 08 May 2005 23:37:02 GMT
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gbulleveryone in Renegade has C4 yet(if im correct, this was a while ago) only the commando does in Tiberian Dawn

But Renegade isn't supposed to be Tiberian Dawn. The only similarity I can think of between Renegade and Tiberian Dawn is most of the vehicles' names are the same.

Reborn is supposed to Tiberian Sun.

Subject: CNC REBORN : Umagon

Posted by [Jecht](#) on Mon, 09 May 2005 03:03:49 GMT

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making it exactly like Tiberian sun would be dumb. For one, you get Unlimited vehicle and unit builds in Tiberian Sun. Care to show me a server using this engine that wouldnt lag to hell with over 60 people ingame? IMO, you should let all units keep the timed, westwood saw how only allowing the engineers have c4s would be, so they balanced it by giving engis remotes

Subject: CNC REBORN : Umagon

Posted by [idebo](#) on Mon, 09 May 2005 06:02:02 GMT

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Spoonyl've just noticed Umagon has a Timed C4 charge on her back.

Odd, since that wasn't in Tiberian Sun... I know most of Renegade is similarly inaccurate but hey... shouldn't only the Ghostalker (and perhaps engineers) have C4?
It's just the model he's showing here. The timed C4 in Reborn looks diffirent anyway.

Subject: CNC REBORN : Umagon

Posted by [Sir Phoenixx](#) on Mon, 09 May 2005 12:48:19 GMT

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gbullmaking it exactly like Tiberian sun would be dumb.
Maybe that's why no one here has suggested that?

Subject: CNC REBORN : Umagon

Posted by [Jecht](#) on Mon, 09 May 2005 15:24:22 GMT

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Spoonyl've just noticed Umagon has a Timed C4 charge on her back.

Odd, since that wasn't in Tiberian Sun... I know most of Renegade is similarly inaccurate but hey... shouldn't only the Ghostalker (and perhaps engineers) have C4?

Subject: CNC REBORN : Umagon

Posted by [Hav0c](#) on Mon, 09 May 2005 15:35:55 GMT

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I think all infantry will carry one timed C4 but Ghoststalker and the Technition/Engineer units will be the only ones that can take a building down on their own (from what i remember).

Subject: CNC REBORN : Umagon
Posted by [Sir Phoenixx](#) on Mon, 09 May 2005 15:53:27 GMT
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gbullSpoonyI've just noticed Umagon has a Timed C4 charge on her back.

Odd, since that wasn't in Tiberian Sun... I know most of Renegade is similarly inaccurate but hey... shouldn't only the Ghostalker (and perhaps engineers) have C4?

Quote:gbull

making it exactly like Tiberian sun would be dumb.

Quote:Maybe that's why no one here has suggested that?

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Mon, 09 May 2005 21:35:41 GMT
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omg do I have to point this out.... He is stating that only the characters in Tiberian Sun that had c4 should have c4 in Reborn. So I made similar comparisons between the game and the mod that represent why they should remain dissimilar.

Subject: CNC REBORN : Umagon
Posted by [Sir Phoenixx](#) on Mon, 09 May 2005 21:41:40 GMT
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You were saying how it's stupid to suggest that the mod be exactly like Tiberian Sun, while no one suggested anything of the sort, which was my point.

You then went on to make some ridiculous comparison about how you could construct (a virtually) unlimited number of structures/units and that doing that in the mod would cause severe lag. That's a engine/genre "limitation", and isn't the same as suggesting that only the soldier that had a certain weapon should get that weapon and not everyone.

Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Tue, 10 May 2005 00:17:21 GMT
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Fear the 'Sir Phoenixx' logic, it owns you

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Tue, 10 May 2005 13:42:25 GMT
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I'm typing to a wall.

Subject: CNC REBORN : Umagon
Posted by [Sir Phoenixx](#) on Tue, 10 May 2005 13:49:02 GMT
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And yet, you're the one that's wrong.

Subject: CNC REBORN : Umagon
Posted by [Toolstyle](#) on Tue, 10 May 2005 15:21:33 GMT
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Let's just say you are both right.

gbull because is WOULD be stupid to make it exactly like Tib Sun.

Sir Phoenixx because nobody suggested that.

Subject: CNC REBORN : Umagon
Posted by [Jecht](#) on Tue, 10 May 2005 16:09:45 GMT
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sure.

Subject: CNC REBORN : Umagon
Posted by [bandie63](#) on Tue, 10 May 2005 18:24:25 GMT
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Sir Phoenixx You were saying how it's stupid to suggest that the mod be exactly like Tiberian Sun, while no one suggested anything of the sort, which was my point.

You then went on to make some ridiculous comparison about how you could construct (a virtually) unlimited number of structures/units and that doing that in the mod would cause severe lag. That's a engine/genre "limitation", and isn't the same as suggesting that only the soldier that had a certain weapon should get that weapon and not everyone.

Yes, but In Tiberium Sun, 10 Basic Infantry could destroy a building with nothing but rifles... (assuming nobody attacked them.)

Subject: CNC REBORN : Umagon

Posted by [Jecht](#) on Tue, 10 May 2005 19:34:47 GMT

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ToolstyleLet's just say you are both right.

gbull because is WOULD be stupid to make it exactly like Tib Sun.

Sir Phoenixx because nobody suggested that.

Subject: CNC REBORN : Umagon

Posted by [Sir Phoenixx](#) on Tue, 10 May 2005 20:26:08 GMT

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bandie63Sir PhoenixxYou were saying how it's stupid to suggest that the mod be exactly like Tiberian Sun, while no one suggested anything of the sort, which was my point.

You then went on to make some ridiculous comparison about how you could construct (a virtually) unlimited number of structures/units and that doing that in the mod would cause severe lag. That's a engine/genre "limitation", and isn't the same as suggesting that only the soldier that had a certain weapon should get that weapon and not everyone.

Yes, but In Tiberium Sun, 10 Basic Infantry could destroy a building with nothing but rifles... (assuming nobody attacked them.)

In Tiberian Sun, 1 technician could destroy a building with just it's pistols, but you'd be waiting a long time.

I don't see what that has to do with what I said, since I didn't say anything about wanting or not wanting Reborn to be more like Tiberian Sun.

Subject: CNC REBORN : Umagon

Posted by [copsarmy](#) on Sat, 14 May 2005 20:03:26 GMT

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where the hell me get mod packages 4 renegade

Subject: CNC REBORN : Umagon

Posted by [Fabian](#) on Sat, 14 May 2005 20:18:54 GMT

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Try adding more question marks and angry faces first.

Subject: CNC REBORN : Umagon
Posted by [Renardin6](#) on Sat, 14 May 2005 22:42:03 GMT
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copsarmywhere the hell me get mod packages 4 renegade

<http://gprime.net/flash.php/postingandyou> :rolleyes:

Subject: CNC REBORN : Umagon
Posted by [glyde51](#) on Sat, 14 May 2005 22:44:28 GMT
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copsarmywhere the hell me get mod packages 4 renegade

<http://www.trielite.net/downloads>
[/advertising whore]

Subject: CNC REBORN : Umagon
Posted by [Jaspah](#) on Sun, 15 May 2005 00:29:50 GMT
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Why not a topic to talk about all this junk rather than locking all the new updates?
[/idea]
