Subject: CnC Reborn: GDI Barracks
Posted by Mick on Thu, 26 May 2005 00:54:11 GMT
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I know how much "everyone" here loves our beautiful Reborn updates, so I thought I'd give you "good" people a look at our latest update, the GDI Barracks, which was Modelled and textured by the very talented Sloth4urluv. Enjoy:

Sloth also created a quick video tour of the barracks for your pleasure, enjoy:

ftp://195.13.63.185/figh7club/cnc-inside/deezer/Reborn/barracksvideo.rar

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Subject: CnC Reborn: GDI Barracks
Posted by bisen11 on Thu, 26 May 2005 01:00:44 GMT
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No inside pic?

Subject: CnC Reborn: GDI Barracks
Posted by Mick on Thu, 26 May 2005 01:07:09 GMT
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I forgot the video link, I edited the post

Subject: CnC Reborn: GDI Barracks
Posted by Blazea58 on Thu, 26 May 2005 02:59:02 GMT
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I love that video tour, everything about it really appeals to me. I really like the interior design on it, The music kicks ass, and it goes right blends in nicely with the building preview.

 Only thing i do see as excessive is the amount of beds, since each one has to be around 80 polygons it sure adds up using 24 or more.

Subject: CnC Reborn: GDI Barracks
Posted by Creed3020 on Thu, 26 May 2005 03:27:44 GMT
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Looks great. This release of the Barracks is top notch and the interior had a good feel and ya maybe trim down the amount of beds. It makes the rooms look too full.

Is the diamond with the GDI symbol the pedestal?

Good Work!

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Thu, 26 May 2005 08:36:48 GMT
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I like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it.

Subject: CnC Reborn: GDI Barracks
Posted by Spice on Thu, 26 May 2005 08:49:55 GMT
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The video shows in-game footage though..

Subject: CnC Reborn: GDI Barracks
Posted by Deleted_ on Thu, 26 May 2005 08:52:20 GMT
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AircraftkillerI like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it.

LOL, and you once proclaimed the Reborn team INCAPABLE of "doing" it. :rolleyes:

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Thu, 26 May 2005 09:11:13 GMT
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LOL NO I DIDN'T LOL IT'S SO FUNNY BECAUSE I NEVER SAID THAT LOL!

Wow, I just watched that video and was so not impressed. It's got the same empty interior as the Refinery, barely any texture detail (WTF are warning stripes doing inside a barracks? Aren't you supposed to be safe inside the place you sleep, you retards?), and a few bunk beds. No visible light sources, and the EVA logo ripped off from Tom's website.

Then you get like two seconds of the exterior and you can tell that it looks like complete ass due to how the engine renders it.

Wonderful... I mean that in the worst way possible.

Subject: CnC Reborn: GDI Barracks
Posted by Dan on Thu, 26 May 2005 10:16:57 GMT
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You've got to admit that its an improvement over the last barracks, eh Aircraftkiller? I like the interior and theres still time to make arrangements. And even you can agree that its more interesting than the refinery interior. Overall, good job!

Also, I've noticed that you've posted twice and haven't said the general type of things you usually say, and you havent said "Reborn sucks" yet. You're losing your touch

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Subject: CnC Reborn: GDI Barracks
Posted by Naamloos on Thu, 26 May 2005 10:29:33 GMT
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I like it a lot.

But replace some of the beds with other interior objects to fill it up a bit.

Subject: CnC Reborn: GDI Barracks
Posted by Mick on Thu, 26 May 2005 16:05:36 GMT
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AircraftkillerThen you get like two seconds of the exterior and you can tell that it looks like complete ass due to how the engine renders it.

Wonderful... I mean that in the worst way possible.

As opposed to your Refinery, with the most obvious repetitive texture.

Subject: CnC Reborn: GDI Barracks
Posted by Spice on Thu, 26 May 2005 18:46:23 GMT
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VolkovAircraftkillerThen you get like two seconds of the exterior and you can tell that it looks like complete ass due to how the engine renders it.

Wonderful... I mean that in the worst way possible.

As opposed to your Refinery, with the most obvious repetitive texture.

Ok that was unnecessary. He doesn't have to like it, Let him be.

Subject: CnC Reborn: GDI Barracks
Posted by Deactivated on Thu, 26 May 2005 18:55:11 GMT
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EXdeath7Ok that was unnecessary. He doesn't have to like it, Let him be.

An eye for an eye?

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Thu, 26 May 2005 19:36:17 GMT
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Bricks are repetitive, even in real life.

Subject: CnC Reborn: GDI Barracks
Posted by cmatt42 on Thu, 26 May 2005 23:53:11 GMT
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Great job on the barracks.

Subject: CnC Reborn: GDI Barracks
Posted by rm5248 on Fri, 27 May 2005 00:45:46 GMT
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AircraftkillerI like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it.

I like how you keep on showing us renders for RA: APB instead of in-game renders. (hahaha yea I know that BF2 isn't released yet) They're doing exactly the same thing that you're doing, although these are not in-game.

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Fri, 27 May 2005 01:04:27 GMT
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Wooooooosh... That's the sound of my point flying past your head.

Subject: CnC Reborn: GDI Barracks
Posted by Toolstyle on Fri, 27 May 2005 01:05:27 GMT
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I actually have to agree with acf here you did miss the point.

Subject: CnC Reborn: GDI Barracks
Posted by BlazeDragoon on Fri, 27 May 2005 08:25:03 GMT
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Well I think it's nice even ingame well done=o.Also....FFS it doesn't need to be perfect,I mean come on.One last thing....may I ask the song name lol?

Subject: CnC Reborn: GDI Barracks
Posted by Renardin6 on Fri, 27 May 2005 09:38:18 GMT
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Paris Avenue - Simply

Subject: CnC Reborn: GDI Barracks
Posted by BlazeDragoon on Fri, 27 May 2005 09:48:13 GMT
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Thank you:).

Subject: CnC Reborn: GDI Barracks
Posted by SuperFlyingEngi on Fri, 27 May 2005 11:33:19 GMT
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Did he put fog in that render, or is the texture stretched?

Subject: CnC Reborn: GDI Barracks
Posted by uUnNcClLeE on Sat, 28 May 2005 22:48:52 GMT
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i'm kinda amazed how ACK made the mistake of saying "
I like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it." before even watching the video that included the in-game grpahics... then he totally escaped from that the responsiblity of that false statement... as if he never made a mistake of bashing before watching...

anywayz... barracks... not bad.. the beds were kinda odd tho. but... mehh...

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Sat, 28 May 2005 23:31:16 GMT
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Videos aren't screenshots, which is obviously what I was talking about... idiot.

Subject: CnC Reborn: GDI Barracks
Posted by glyde51 on Sat, 28 May 2005 23:34:59 GMT
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AircraftkillerVideos aren't screenshots, which is obviously what I was talking about... idiot.

A video is a better incidation than a SS in some cases, but in others it won't get the same quaility that you need.

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Sat, 28 May 2005 23:36:38 GMT
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Not when it comes to detail. You could barely see anything inside that so-called barracks, and the three seconds you see on the outside aren't enough to clue you in about the entire structure's appearance.

Images would do this better than a poorly made video would.

Subject: CnC Reborn: GDI Barracks
Posted by uUnNcCILeE on Sun, 29 May 2005 02:24:39 GMT
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an idiot u call me...? against you, i'm not...i'm only agasint your false statement... obvious..? what is obvious...? if i say "what a retard".. who is that supposed to be..? it could be you.. be myself... or anyone else...

screenshot is better..? then perhaps next time u should suggest the use of screenshot instead of a video... not complain about something that is irrelevant to facts provided...

Quote:
I like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it.

in that previous statement, you were obviously stating that "in-game" graphics were not presented by the Reborn team while there was actual evidence existing to prove your statement false... an in-game video tour was there... now i kinda question myself.... how do you define the term

---

"in-game".....

not a single word pointed towards the idea of how "screenshot provides better quality previews"..

it might be reasonable to say that "screenshot provides better quality previews" is common-sense to ppl.. but common sense or not..   your statement was irrelevant in anyway regarding the presentation of an "in-game screenshot"...

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Sun, 29 May 2005 03:14:11 GMT
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I did say they needed to put up images instead of videos. It's not my fault that you're too incompetent to understand what I said. The context for that statement was "images" because 3D Studio renders are always image files.

You are an idiot. Do yourself a favor and stop posting here until you can figure out what context in a sentence is.

Subject: CnC Reborn: GDI Barracks
Posted by uUnNcClLeE on Sun, 29 May 2005 03:21:46 GMT
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Quote:I like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it.

the word "images" u say..? u must be having some kind of illusions..? i see not of that word.... and that was your initial statement...

u can't make corrections to the past.... now can u..? well of couse... unless u edit your post.. but besides that.. your initial bashing was totally out of line..

what you add after this initial post of yours.. is unrelated to how u started off your ridiculous beggining arguement..... perhaps u should take another look...

Quote:I like how you keep showing us this detestable shit in 3D Studio renders, instead of showing them in-game when you're perfectly capable of doing it.

here.. i copied an pasted it here once again just in case you somehow managed to not see it....

Subject: CnC Reborn: GDI Barracks
Posted by Aircraftkiller on Sun, 29 May 2005 04:04:00 GMT
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Renders are images you idiot.

And no, the letter u can't make corrections to the past.

Subject: CnC Reborn: GDI Barracks
Posted by uUnNcClLeE on Sun, 29 May 2005 05:37:05 GMT
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hahaha... alright. you got your point...

i made my wrong......and apologize for my mistake... heh..

Subject: CnC Reborn: GDI Barracks
Posted by Renardin6 on Sun, 29 May 2005 16:05:27 GMT
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I will post some screenshots once the building is included on a map with correct lighting and other stuff. Be patient.

Anyway, the media player has function called: 'pause'

It mights help someone here.

Subject: CnC Reborn: GDI Barracks
Posted by cheesesoda on Sun, 29 May 2005 17:44:41 GMT
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uUnNcClLeEhahaha... alright. you got your point...

i made my wrong......and apologize for my mistake... heh..
I've only seen two periods from you in this thread. Technically three if you count the one from Aircraftkiller's quote. Elipses are not periods.

@Renardin: You do realize that pausing a video can (and usually does) decrease the quality of the image, right?

Subject: CnC Reborn: GDI Barracks
Posted by Jaspah on Sun, 29 May 2005 19:12:27 GMT
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Right so Aircraftkiller, why did you feed us those 3DSMax when you were perfectly capable of showing us in-game images? :rolleyes:

Subject: CnC Reborn: GDI Barracks
Posted by cheesesoda on Sun, 29 May 2005 19:22:51 GMT
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He showed both.

Subject: CnC Reborn: GDI Barracks
Posted by uUnNcClLeE on Mon, 30 May 2005 22:05:28 GMT
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Battlefield 2 is not out yet so,. it's pretty impossible for him to show in-game graphics. so it is
reasonable i suppose...

even if he didn't.. it is normal...

_____

oh.. periods.. blah.. my bad chatting habbits of using "........." do excsuse my gramatical errors.