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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Mon, 30 May 2005 13:24:18 GMT  
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Model by PermaGrin  
Unwrap by Volkov  
Skin by myself  
Polycount: 1374

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Jokah](#) on Mon, 30 May 2005 13:54:57 GMT  
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Wicked

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Subject: CNC REBORN: Spas12 updated.  
Posted by [M1Garand8](#) on Mon, 30 May 2005 13:55:40 GMT  
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It don't look bad.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Jaspah](#) on Mon, 30 May 2005 15:12:03 GMT  
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Might want to get rid of the end part, but other than that... it looks good.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Nightma12](#) on Mon, 30 May 2005 15:22:47 GMT  
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was there a shotgun in TS?

but other than that, looks good!

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Ryan3k](#) on Mon, 30 May 2005 16:35:28 GMT  
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There was most definitely not a shotgun in TS.

To think that this modification is intended to be based on TS...

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Subject: CNC REBORN: Spas12 updated.  
Posted by [reborn](#) on Mon, 30 May 2005 17:49:00 GMT  
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I can't judge the model by the reference material as there isn't any , but the texture is freaking awesome! I love the detail and the cold metal look is great (especially that barrel mechanism, that is really superb). Would love to see some reference material

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Subject: CNC REBORN: Spas12 updated.  
Posted by [bandie63](#) on Mon, 30 May 2005 18:20:30 GMT  
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I dont think there was a shotgun in C&C OR Redalert, or any of the other originals that I can think of, but it looks really good! The handle texture looks a bit off, but that's just my opinion.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Deactivated](#) on Mon, 30 May 2005 18:44:08 GMT  
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bandie63I dont think there was a shotgun in C&C

In the Tiberian Dawn manual and Commando purchase icon, it shows Commando handling a 12 gauge shotgun.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Mon, 30 May 2005 18:54:26 GMT  
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There was a dead soldier holding a shotgun in a Red Alert cutscene.

As far as I can tell from those dark renders, it looks good for the most part. Just one thing I've noticed, there isn't supposed to be a hole in the end of the magazine, it is supposed to be a tiny indentation.

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Quote:I can't judge the model by the reference material as there isn't any  
What do you mean there isn't any? Search google and you can plenty of images for that shotgun.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Toolstyle](#) on Mon, 30 May 2005 19:12:13 GMT  
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Sir PhoenixxJust one thing I've noticed, there isn't supposed to be a hole in the end of the magazine, it is supposed to be a tiny indentation.

Where's the magazine?

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Mon, 30 May 2005 19:14:08 GMT  
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That's the long tube below the barrel. The shells are inserted under the shotgun and are stored inside of that tube.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Hav0c](#) on Mon, 30 May 2005 20:24:48 GMT  
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Ryan3kThere was most definitely not a shotgun in TS.

To think that this modification is intended to be based on TS...

Thats exactly what it is... Based on Tiberian Sun, not Tiberian Sun 3D.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Toolstyle](#) on Mon, 30 May 2005 20:41:31 GMT  
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Sir PhoenixxThat's the long tube below the barrel. The shells are inserted under the shotgun and are stored inside of that tube.

Aaaaaaaaah ok.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Mon, 30 May 2005 21:21:03 GMT

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You are right Sir Phoenixx, I need to fix that asap and make the end of the gun as black as the rest.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Aircraftkiller](#) on Mon, 30 May 2005 21:26:14 GMT  
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Renegade Alert Sucks!

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Ryan3k](#) on Mon, 30 May 2005 21:29:46 GMT  
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Hav0cRyan3kThere was most definitely not a shotgun in TS.

To think that this modification is intended to be based on TS...

Thats exactly what it is... Based on Tiberian Sun, not Tiberian Sun 3D.

So this statement pretty much sums it up:

Renegade is to Tiberian Dawn as Reborn is to Tiberian Sun.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [reborn](#) on Mon, 30 May 2005 21:40:34 GMT  
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You've taken a pretty crappy looking shotgun and made it look better with that texture, and the model is stunningly accurate. Nice work guys

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Mon, 30 May 2005 21:44:30 GMT  
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Fixed :

I based my work off several pics :

Not very accurate but helped me for some details.

As you can see, version with holes exists.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Dave Mason](#) on Mon, 30 May 2005 23:47:15 GMT  
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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Mon, 30 May 2005 23:51:35 GMT  
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I noticed. It's done on purpose. The spas is made of metal. It isn't a new for my model, so the paint removed and the metal damaged let's see white parts wich are metal with reflects.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [genetix](#) on Tue, 31 May 2005 04:11:25 GMT  
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Remember to that most of the gun is covered up by character hands. It would be nice to see buildings models like this. The barracks that was shown earlyer could use a better texture such as like this shotgun.

If you think about it people mostly look at building textures. They never really pay much attention to weapon textures. It would be nice to see more time spent on the buildings.

Just my opinion. The shotgun look really good though.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Tue, 31 May 2005 09:59:28 GMT  
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We would like to but making such things for buildings would be too heavy for Renegade engine. So we have to deal with the engine.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Blazea58](#) on Tue, 31 May 2005 11:28:57 GMT  
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Renardin6We would like to but making such things for buildings would be too heavy for Renegade engine. So we have to deal with the engine.

I think what he was trying to say is that he would rather see more detail put into textures for buildings, etc rather than items they eye really doesn't see much ingame. I personally think the texture is great, especially compared to say the renegade shotgun which has little to no detail at all and uses a very small texture.

Just goes to show that even westwood went a tad overboard on lighting up the shotgun lol.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Tue, 31 May 2005 11:51:27 GMT  
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It's a third person view model you show us. First person view is more detailed.

Anyway :

Inversion of the gun. So you can see the some animations. It looks better like that.

<http://www.reborn.communityteam.de/shotgun.rar> (video)

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Jecht](#) on Tue, 31 May 2005 14:05:32 GMT  
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much better than the Renegade Shotty.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Demolition man](#) on Tue, 31 May 2005 14:20:08 GMT  
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no shell gets out?

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Toolstyle](#) on Tue, 31 May 2005 15:39:00 GMT  
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Yeah can you show a cartridge being ejected?

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Tue, 31 May 2005 16:09:42 GMT  
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yes we can but for that it must be setup in LE. You will see that on the mod for sure. It's really not a problem, Renegade allows us to do it.

---

Subject: CNC REBORN: Spas12 updated.  
Posted by [Jaspah](#) on Tue, 31 May 2005 20:06:11 GMT  
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Renardin6It's a third person view model you show us. First person view is more detailed.

Anyway :

[http://moddb.com/images/cache/mods/63/631/gallery/water\\_26621.jpg](http://moddb.com/images/cache/mods/63/631/gallery/water_26621.jpg)

Inversion of the gun. So you can see the some animations. It looks better like that.

<http://www.reborn.communityteam.de/shotgun.rar> (video)

Why does the shotgun have so much recoil? Last time I checked, the Spas 12 doesn't give that much recoil.

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Deactivated](#) on Tue, 31 May 2005 20:45:24 GMT  
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Renardin6  
Inversion of the gun..

I guess you meant "animation"..

Note the difference:

<http://dictionary.reference.com/search?q=inversion>

<http://dictionary.reference.com/search?q=animation>

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Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Tue, 31 May 2005 21:22:33 GMT  
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No I mean inversion. The right side is now on left and the left is now on right. That allows you to see the animation of the gun. As the part animated was on left side before. (I hope you understand this time. Sorry but english isn't my first language. I try to do my best.)

---

Subject: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Tue, 31 May 2005 21:25:32 GMT  
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It looked much better the correct way, flipping it is just ridiculous.

---

Subject: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Tue, 31 May 2005 21:34:40 GMT  
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On that we are as ridiculous as many professional studios. We just joined the club.

Css is also a member of the club. And I really like to see those anims.

---

Subject: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Tue, 31 May 2005 21:57:05 GMT  
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CSS has it because CS had it, and CS is and was a mod. And CS had it because the guy who made them was left handed or whatever ridiculous reason it was.

There is no good reason to have it flipped.

Also, you [Reborn team] and some others pull the "that won't be that noticeable ingame" and the "you're going to be too busy playing the game to notice it" card a lot as excuses to not fix something, add more detail, etc.

So why flip them so you can see some simple animation when it won't be that noticeable ingame, and you're going to be too busy playing the game to notice it? Plus, unlike adding a small detail that's supposed to be there, flipping it doesn't make it more accurate to the game, or the real thing.

If you animated it so that a little monkey opened the door on the side of the gun, swung out, pulled the empty shell out, and hopped back in and closed the door, then it would be slightly more

understandable, but it's just the cover going back and then forward, that's all. (You can see the shell eject when the gun is in the correct way.)

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Thu, 02 Jun 2005 12:41:25 GMT  
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We can't please everyone. We will see what people prefer.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Mick](#) on Thu, 02 Jun 2005 12:48:01 GMT  
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Sir Phoenixx wrote on Tue, 31 May 2005 17:57Also, you [Reborn team] and some others pull the "that won't be that noticeable ingame" and the "you're going to be too busy playing the game to notice it" card a lot as excuses to not fix something, add more detail, etc.

I think it's also safe to say Renegade pulled that card a lot, cause nearly every unit model and skin was detestable at best.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Thu, 02 Jun 2005 12:54:44 GMT  
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Nope.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Aircraftkiller](#) on Thu, 02 Jun 2005 15:20:01 GMT  
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Renegade's texture quality far surpasses that of the shit I am making.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [PermaGrin](#) on Thu, 02 Jun 2005 15:46:23 GMT  
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It will be changed. The cartridge will be ejected from the right side.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Toolstyle](#) on Thu, 02 Jun 2005 17:05:28 GMT  
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Aircraftkiller wrote on Thu, 02 June 2005 11:20Renegade's texture quality far surpasses that of the shit I am making.

---

Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Thu, 02 Jun 2005 18:02:37 GMT  
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Renardin said he edited two of Aircraftkillers posts, so I'm guessing that's one of them.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Renx](#) on Thu, 02 Jun 2005 18:15:04 GMT  
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Volkov wrote on Thu, 02 June 2005 08:48Sir Phoenixx wrote on Tue, 31 May 2005 17:57Also, you [Reborn team] and some others pull the "that won't be that noticeable ingame" and the "you're going to be too busy playing the game to notice it" card a lot as excuses to not fix something, add more detail, etc.

I think it's also safe to say Renegade pulled that card a lot, cause nearly every unit model and skin was detestable at best.

You do realize you're talking about a 3+ year old game, right?

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Sir Phoenixx](#) on Thu, 02 Jun 2005 18:23:21 GMT  
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Oh, wait. I must have missread that, I thought he said "Renegade Alert pulled that card a lot...", and was therefore calling my unit models detestable.

In that case... Them being too lazy and/or not able to put more detail into the Renegade units is not a reason to do the same in a mod for the game.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Renardin6](#) on Thu, 02 Jun 2005 20:37:24 GMT

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Actually, we add more details.

The shotgun is an example.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Mick](#) on Fri, 03 Jun 2005 06:21:17 GMT  
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Sir Phoenixx wrote on Thu, 02 June 2005 13:53Oh, wait. I must have missread that, I thought he said "Renegade Alert pulled that card a lot..", and was therefore calling my unit models detestable.

In that case... Them being too lazy and/or not able to put more detail into the Renegade units is not a reason to do the same in a mod for the game.

I always thought the stuff in RenAlert was excellent, just because I think your Lead Producer is an idiot doesn't mean I dislike RenAlert, the models and skins.. sorry textures in RenAlert are great, shame Aircraftkiller stopped the production of RenAlert.

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [Dave Mason](#) on Fri, 03 Jun 2005 13:40:39 GMT  
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He didn't stop it, he just switched it..... twice

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Subject: Re: CNC REBORN: Spas12 updated.  
Posted by [idebo](#) on Fri, 03 Jun 2005 13:54:10 GMT  
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He did stopped with Renalert. Wich is a shame, I really like to see the ultimate final Renalert for w3d. Oh well, to bad.

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