
Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:29:00 GMT

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I'm working on designing one right now to put in a certain map. Yes, I'm sure I'll hear "Aren't you working on like 15 other maps too? When are we getting them?!" To answer those two questions-Yes, I am, and it's taking quite a bit of time. They'll all come out eventually, I'm hoping for sometime this month. Like I said, sometime this month. The Mutant Lab will be a download I'll put on Renegade Realm. All I ask is that you credit me (Preferably at the top, not some measly 1 line down at the bottom.) for using it. [November 05, 2002, 15:35: Message edited by: aircraftkiller2001]

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:31:00 GMT

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sure, if its good enough.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:48:00 GMT

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ok

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 16:45:00 GMT

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Hey ACK why dont u take it slow? Remember Quality not Quantity

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 16:57:00 GMT

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quote:Originally posted by Godhates:Hey ACK why dont u take it slow? Remember Quality not Quantity You should I know I pride myself in quality and quantity.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 17:04:00 GMT

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Alright, it's coming along. I'm modeling it after the Technology Center in Tiberian Dawn. Should be done with the exterior in about an hour or so.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 17:05:00 GMT

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cool

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 17:18:00 GMT

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me thinks less quantity = better quality.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:00:00 GMT

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well like the great Chef boy RD once said " IF you cant win, theres no point in trying" (at least i think he said that)

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:04:00 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1093191920>There it is. It's textured, so I'd like some suggestions on how it should look. I'm still refining it. I'm also planning on adding ramps to the sides so you can climb up.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:08:00 GMT

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Looks good. Maybe some windows would be nice.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:10:00 GMT

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It doesn't have windows though...I fixed the dome textures. Here it is again.<http://www.n00bstories.com/image.fetch.php?id=1788436621>

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:15:00 GMT
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mabey tiberian leaking out of it somewhere, but i think its WAYYYYY better than anything i can do... the last building i attempted at looked like a giant lunch box

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:31:00 GMT
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All three doorways are implemented.I think I'll add some air conditioning units on top of the structure.

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:50:00 GMT
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add some more texture on the outside. I dunno what the inside looks like.

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Tue, 05 Nov 2002 19:02:00 GMT
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The outside is what it's supposed to be like... I need suggestions on what to physically add, like more polygonal detail.

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Tue, 05 Nov 2002 19:17:00 GMT
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Tessalate the first row of polys on the domes and add a colored boarder like they had in Dawn (although this may screw up the texture.) Add some piping connecting the domes. Perhaps some flashing lights, or running lights. I want to see the interior.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 19:24:00 GMT

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quote:Originally posted by SomeRhino:Tessalate the first row of polys on the domes and add a colored boarder like they had in Dawn (although this may screw up the texture.) Add some piping connecting the domes. Perhaps some flashing lights, or running lights. I want to see the interior.I'll add more piping, but no running lights as it isn't a side-specific structure.It has three doors. Each one will lead to a long hallway. Each hallway leads to a large room in the center of the structure with various control panels and scientific equipment scattered about.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 20:24:00 GMT

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Well, it looks great, only add the roof piping you mentioned before and your'e done.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 21:42:00 GMT

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Alright, I just finished the interior and exterior. Here we are-<http://www.n00bstories.com/image.fetch.php?id=1561456831>I'll show the interior later on.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:00:00 GMT

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Sweet!You are a 1337 modder too! (got sniped alot by U last night LOL)and oh yeah, KANE LIVES!

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:28:00 GMT

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Here you go.
<http://www.n00bstories.com/image.fetch.php?id=1026665043>
<http://www.n00bstories.com/image.fetch.php?id=1779735782>

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:55:00 GMT

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get it to me in the morning

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:58:00 GMT

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quote:Originally posted by Dante: get it to me in the morning #&\%@*# GET ON AIM FOR ONCE*#@!(\%!!!!!!11

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 03:55:00 GMT

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Very nice.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 06:08:00 GMT

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That looks great Ack. Good job as always.

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 08:47:00 GMT

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What?????i didnt see any mutants in the screenies?are you daft man? how can you have a "Mutant" lab without any "Mutants" ?BTW -- nice work -- even though no mutants...

Subject: Who wants the Mutant Lab?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 08:59:00 GMT

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i have a few questionsWill you be able to access the Mutant lab via the doors, if so how big will it be inside?also will PTs be in the Mutant lab?, and if the Mutant labs for nod, what will gdi get?, or is just for show? like a misc buildingbtw it looks cool

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Wed, 06 Nov 2002 12:48:00 GMT
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Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Wed, 06 Nov 2002 19:07:00 GMT
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The exterior walls look a bit plain. There are some textures in the Texture Pack WS release that are like the GDI ones but without color (gray). I believe they are -gdi_trim_tmp -gdi_con_tmp -gdi_base_tmp -gdi_metl_tmp You should consider looking at those [November 06, 2002, 19:08: Message edited by: gendres]

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Thu, 07 Nov 2002 00:10:00 GMT
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Cool! when are you going to put it up for download?

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Thu, 07 Nov 2002 00:47:00 GMT
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I'm still debating whether or not to put it up... If the Mutant Lab controller doesn't work like it should, I'll keep it for myself.

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Thu, 07 Nov 2002 00:51:00 GMT
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Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Thu, 07 Nov 2002 07:43:00 GMT
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[QUOTE]Originally posted by Dark Flow:[QB]i have a few questions if the Mutant labs for nod, what will gdi get?, or is just for show? like a misc building He said, it isn't a side specific building, it is a neutral buiding probably.

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 18:18:00 GMT
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Is that a... clipping mistake I see above the door!?

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 18:46:00 GMT
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I thought you weren't allowed to give it away

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:09:00 GMT
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No, that's my own model...

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:19:00 GMT
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Oh...

Subject: Who wants the Mutant Lab?
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:35:00 GMT
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GJ ack.Mabie (if its released and if its ok with you) I will use this for the SP mission (depends on the size)

Subject: Who wants the Mutant Lab?
Posted by [Deactivated](#) on Sun, 02 May 2004 10:18:53 GMT
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Hmm, that looks like the Tiberium Research Center from a SP mission.
