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Subject: CNC Reborn Updates!  
Posted by [Spice](#) on Sat, 09 Jul 2005 20:10:27 GMT  
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We have a few updates over at [www.cncreborn.net](http://www.cncreborn.net). Renardin has finished texturing the GDI Pistol, modeled by Nightcrawler and UVW mapped by Volkov. Have a look:

Then we have a Crowbar modeled and unwrapped by myself, Textured by Renardin. Here is a Screenshot:

All Images rendered with the W3D Engine.

- Reborn Team

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Subject: Re: CNC Reborn Updates!  
Posted by [Aircraftkiller](#) on Sat, 09 Jul 2005 20:18:11 GMT  
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Good old concretebar...

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Subject: Re: CNC Reborn Updates!  
Posted by [Renx](#) on Sat, 09 Jul 2005 20:52:30 GMT  
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Make the crowbar not bulge out near the top, it should just curve.

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Subject: Re: CNC Reborn Updates!  
Posted by [SuperFlyingEngi](#) on Sat, 09 Jul 2005 21:00:34 GMT  
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The pistol is very good, the crowbar is merely average.

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Subject: Re: CNC Reborn Updates!  
Posted by [danpaul88](#) on Sat, 09 Jul 2005 22:56:42 GMT  
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have to agree with aircraftkiller here, the crowbar does look more like concrete than metal

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perhaps a darker texture?

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Subject: Re: CNC Reborn Upfdates!  
Posted by [bandie63](#) on Sun, 10 Jul 2005 01:09:07 GMT  
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The pistol looks AWESOME! But the crowbar looks like concrete. (I even thought of that before reading Aircraftkiller's post!)

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Subject: Re: CNC Reborn Upfdates!  
Posted by [YSLMuffins](#) on Sun, 10 Jul 2005 03:04:28 GMT  
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I'm not sure--perhaps the crow bar should have a smoother texture?

And the pistol looks quite extravagant...lol

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Subject: Re: CNC Reborn Upfdates!  
Posted by [Blazea58](#) on Sun, 10 Jul 2005 05:52:23 GMT  
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Pistol looks really good, crowbar as well does. I really don't know what people expect, it sure looks like metal to me. Concrete is much different then that.

Now tell me how you can even compare the the crowbars texture to concrete.

I guess people are more focused on how things look, rather then how it will play out. Sure making something 100% realistic is always good if you want to spend an entire lifetime creating textures lol. I think for something that is as large as a players wrist the texture will not even be noticed.

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Subject: Re: CNC Reborn Upfdates!  
Posted by [icedog90](#) on Sun, 10 Jul 2005 06:31:05 GMT  
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Pistol looks fine though.

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Subject: Re: CNC Reborn Upddates!  
Posted by [Renardin6](#) on Sun, 10 Jul 2005 09:10:45 GMT  
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You forgot side views.

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Subject: Re: CNC Reborn Upddates!  
Posted by [Renardin6](#) on Sun, 10 Jul 2005 21:37:21 GMT  
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Subject: Re: CNC Reborn Upddates!  
Posted by [Jecht](#) on Mon, 11 Jul 2005 02:49:35 GMT  
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Question: why is there a crobar in Reborn?

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Subject: Re: CNC Reborn Upddates!  
Posted by [idebo](#) on Mon, 11 Jul 2005 09:13:01 GMT  
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It's for the mutant hi-jacker.

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Subject: Re: CNC Reborn Upddates!  
Posted by [Deactivated](#) on Mon, 11 Jul 2005 14:25:07 GMT  
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gbull wrote on Mon, 11 July 2005 00:49: Question: why is there a crobar in Reborn?

They stole it from Gordon Freeman (Half-Life).

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Subject: Re: CNC Reborn Upddates!  
Posted by [Oblivion165](#) on Mon, 11 Jul 2005 14:32:20 GMT  
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EDIT, resolved, no longer relevant.

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Subject: Re: CNC Reborn Upfdates!  
Posted by [Hav0c](#) on Mon, 11 Jul 2005 16:52:14 GMT  
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Huh?

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Subject: Re: CNC Reborn Upfdates!  
Posted by [Spice](#) on Mon, 11 Jul 2005 17:07:23 GMT  
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I'm sorry but there must be a misunderstanding. Get in touch with me and I will take care of it.

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Subject: Re: CNC Reborn Upfdates!  
Posted by [Chronojam](#) on Mon, 11 Jul 2005 18:57:43 GMT  
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I could have sworn that 'tiled metal' pattern has shown up 4 times already. Do you guys want to have somebody find you a new texture?

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Subject: Re: CNC Reborn Upfdates!  
Posted by [Jecht](#) on Mon, 11 Jul 2005 20:48:22 GMT  
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CommandoSR wrote on Mon, 11 July 2005 09:55gbull wrote on Mon, 11 July 2005 00:49Question: why is there a crobar in Reborn?

They stole it from Gordon Freeman (Half-Life).

Thats what I actually thought they were attempting to copy lol. But if its for the hijacker only then its ok, as long as they make the Hijacker like 1250 credits when you play.

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