
Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 18:40:00 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1440197650><http://www.n00bstories.com/image.fetch.php?id=1137389185><http://www.n00bstories.com/image.fetch.php?id=1883188783>Just modeled that in about two hours. I'll do an interior for it later on.

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 18:41:00 GMT
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Nice! ... what is it for anyway?

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 18:44:00 GMT
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In the words of Forrest Gump: "I just felt like running!"I just felt like modeling things.

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 18:59:00 GMT
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quote:Originally posted by aircraftkiller2001:In the words of Forrest Gump: "I just felt like running!"I just felt like modeling things.I know what you mean

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:01:00 GMT
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Back up, back up I say!

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:07:00 GMT
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You wasted two hours modeling something already made.....?If I was you, I would have ate, the hole time.Oh yah, better hurry and model the last remaining offensive structure for Red Alert 2.

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:09:00 GMT
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quote:Originally posted by CyborgDC:You wasted two hours modeling something already made.....?If I was you, I would have ate, the hole time.Oh yah, better hurry and model the last remaining offensive structure for Red Alert 2.What do I care about Red Alert 2? It's an obsolete game that Renegade can't support correctly, unlike TD and Red Alert.

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:24:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC:You wasted two hours modeling something already made.....?If I was you, I would have ate, the hole time.Oh yah, better hurry and model the last remaining offensive structure for Red Alert 2.What do I care about Red Alert 2? It's an obsolete game that Renegade can't support correctly, unlike TD and Red Alert.TD is technically Renegade, and Red Alert is the older version of Red Alert 2.Its like saying, oh I am going to fix up this ****ty comp. instead of buying a new and better one.And Red Alert 2 is a challenge to model unlike Red Alert. [November 15, 2002, 20:25: Message edited by: CyborgDC]

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:27:00 GMT
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quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC:You wasted two hours modeling something already made.....?If I was you, I would have ate, the hole time.Oh yah, better hurry and model the last remaining offensive structure for Red Alert 2.What do I care about Red Alert 2? It's an obsolete game that Renegade can't support correctly, unlike TD and Red Alert.TD is technically Renegade, and Red Alert is the older version of Red Alert 2.Its like saying, oh I am going to fix up this ****ty comp. instead of buying a new and better one.And Red Alert 2 is a challenge to model unlike Red Alert.Yeah, that's all your opinion...Yet the stuff you do isn't exactly perfect either, hoss.

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:40:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC:You wasted two hours modeling something already made.....?If I was you, I would have ate, the hole time.Oh yah, better hurry and model the last remaining offensive structure for Red Alert 2.What do I care about Red Alert 2? It's an obsolete game that Renegade can't support correctly, unlike TD and

Red Alert.TD is technically Renegade, and Red Alert is the older version of Red Alert 2.Its like saying, oh I am going to fix up this ****ty comp. instead of buying a new and better one.And Red Alert 2 is a challenge to model unlike Red Alert.Yeah, that's all your opinion...Yet the stuff you do isn't exactly perfect either, hoss.And not all your model are the best, jonny.You know what happend at Taco Bell, they turned over a stool, you better hurry up..... Ok, I will stop. [November 15, 2002, 20:42: Message edited by: CyborgDC]

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 20:55:00 GMT
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Whatever that was supposed to mean...

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Fri, 15 Nov 2002 22:38:00 GMT
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Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Sat, 16 Nov 2002 03:20:00 GMT
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that doesn't really look like the td airstrip imho

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Sat, 16 Nov 2002 07:16:00 GMT
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I like his Airstrip model! and i don't think you can get a RA2 mod to work.... Chrono Miners, Chrono Legionares, Yuri, Attack dogs, spys...

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:21:00 GMT
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quote:Originally posted by Klesk:that doesn't really look like the td airstrip imhoCompare it to the SHP file, then talk. I built it straight from that.

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Deactivated](#) on Sun, 02 May 2004 09:51:56 GMT
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Which isn't a correct way to model it.

Maybe take look at these pictures:

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Sir Kane](#) on Sun, 02 May 2004 10:03:55 GMT
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It's a little late to reply to this, isn't it SeaMan?

Subject: Tiberian Dawn Nod Airstrip model
Posted by [Deactivated](#) on Sun, 02 May 2004 10:45:01 GMT
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Silent Kanelt's a little late to reply to this, isn't it SeaMan?

Well, I guess I'm a little late

Subject: Tiberian Dawn Nod Airstrip model
Posted by [jd422032101](#) on Mon, 03 May 2004 04:55:20 GMT
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[To truly shape the future you must first possess the past.]

umm i will be waching you seaman

Subject: Tiberian Dawn Nod Airstrip model
Posted by [ericlaw02](#) on Mon, 03 May 2004 14:35:14 GMT
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Old memories...

Subject: Tiberian Dawn Nod Airstrip model

Posted by [Aimbots](#) on Mon, 03 May 2004 16:34:29 GMT

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seaman whats with all the bumping up old topics?

Subject: Tiberian Dawn Nod Airstrip model

Posted by [Deactivated](#) on Mon, 03 May 2004 16:46:17 GMT

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Tiberian Dawn.

Subject: Tiberian Dawn Nod Airstrip model

Posted by [Aimbots](#) on Mon, 03 May 2004 16:51:46 GMT

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SeaManTiberian Dawn.

Subject: Tiberian Dawn Nod Airstrip model

Posted by [jd422032101](#) on Mon, 03 May 2004 17:01:35 GMT

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Subject: Tiberian Dawn Nod Airstrip model

Posted by [Sir Phoenixx](#) on Mon, 03 May 2004 20:50:04 GMT

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SeaManWhich isn't a correct way to model it.

Maybe take look at these pictures:

Compared to that screenshot it's modeled almost perfectly (except for the occlusion of that silo), it's the texture that's bad.

Subject: Re: Tiberian Dawn Nod Airstrip model

Posted by [IRON FART](#) on Mon, 03 May 2004 22:49:27 GMT

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aircraftkiller2001 In the words of Forrest Gump: "I just felt like running!" I just felt like modeling things.
And looks like SeaMan just felt like reviving dead topics!
