Subject: Facility
Posted by Renardin6 on Mon, 21 Nov 2005 07:26:14 GMT
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"Not exactly related to reborn, but here it is anyways. A remake of my favorite level from a classic game (Golden eye for N64). The model itself was extracted from the rom itself and retextured and setup for the renegade engine. The level is planned to be released as a DM level shortly."

- Sloth -

What you see are w3d renders. The level uses lightmaps.

Subject: Re: Facility
Posted by JeepRubi on Mon, 21 Nov 2005 13:19:42 GMT
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Yesss. I was thinking of doing a level like this myself but now you doing it.
Mine would have stunk anyway.

When do you think it will be out?!?!?

Subject: Re: Facility
Posted by Sir Phoenixx on Mon, 21 Nov 2005 13:58:00 GMT
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Quote:"Not exactly related to reborn, but here it is anyways. A remake of my favorite level from a classic game (Golden eye for N64). The model itself was extracted from the rom itself and retextured and setup for the renegade engine. The level is planned to be released as a DM level shortly."

- Sloth -

Saying it's a remake kind of implies, that it was remade...

It looks good, but I'm sure it would look much better if it was actually remade for Renegade instead of just ported from an old N64 game.

Subject: Re: Facility
Posted by Renardin6 on Mon, 21 Nov 2005 16:35:14 GMT
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You know, making new textures is a big change.
Just compare.

Subject: Re: Facility
Posted by Sniper_De7 on Mon, 21 Nov 2005 16:40:28 GMT
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cool, too bad it wasn't for the game i was hoping for though :\

Subject: Re: Facility
Posted by Sir Phoenixx on Mon, 21 Nov 2005 19:18:37 GMT
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Renardin6 wrote on Mon, 21 November 2005 11:35

You know, making new textures is a big change.
Just compare.
Upgrading the textures still in no way makes it a remake.

Subject: Re: Facility
Posted by Renardin6 on Mon, 21 Nov 2005 21:15:39 GMT
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It was "retextured". No upgrade on texture. Just NEW textures.

Subject: Re: Facility
Posted by Kamuix on Mon, 21 Nov 2005 23:13:16 GMT
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Your model looks really cool, I was absessed with goldeneye when it first came out. I played it for
around 1 year straight.

Subject: Re: Facility
Posted by Spice on Mon, 21 Nov 2005 23:23:22 GMT

A lot of the map was remodeled to a more 3D extent. Think of it as more of a ported update of an old classic.

Subject: Re: Facility
Posted by Sir Phoenixx on Mon, 21 Nov 2005 23:30:19 GMT

Renardin6 wrote on Mon, 21 November 2005 16:15It was "retextured". No upgrade on texture. Just NEW textures.

Quote:Upgrading the textures still in no way makes it a remake.

I didn't say they weren't new...

Subject: Re: Facility
Posted by Jecht on Tue, 22 Nov 2005 02:15:44 GMT

Always liked those NE guys.

Subject: Re: Facility
Posted by reborn on Tue, 22 Nov 2005 04:46:40 GMT

Different game modes for reborn.. sweet

Subject: Re: Facility
Posted by Jecht on Tue, 22 Nov 2005 05:15:02 GMT

This isn't for Reborn.

Subject: Re: Facility
Posted by Kamuix on Tue, 22 Nov 2005 14:03:06 GMT

Renardin! You should make this a deathmatch level for Reborn. That would be cool!

Subject: Re: Facility
Posted by pulverizer on Tue, 22 Nov 2005 16:20:00 GMT
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Good job man! Are you planning to create more maps from goldeneye for renegade?

Subject: Re: Facility
Posted by Chronojam on Tue, 22 Nov 2005 19:22:37 GMT
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zomg renalert gonna leech levels from perfect dark now!

Subject: Re: Facility
Posted by idebo on Tue, 22 Nov 2005 19:58:56 GMT
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Chronojam wrote on Tue, 22 November 2005 14:22zomg renalert gonna leech levels from perfect dark now!
Tssk. Make that Mario 64... "kekekeke".

Subject: Re: Facility
Posted by Naamloos on Tue, 22 Nov 2005 21:40:12 GMT
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Why not Zelda: Ocarina of Time maps? That's still the best adventure game for me

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Subject: Re: Facility
Posted by Ma1kel on Tue, 22 Nov 2005 21:44:43 GMT
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Mario Kart ftw.

Subject: Re: Facility
Posted by JeepRubi on Tue, 22 Nov 2005 22:28:48 GMT
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Donkey Kong

Subject: Re: Facility

Posted by Renardin6 on Tue, 22 Nov 2005 22:32:33 GMT
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Buckery wrote on Tue, 22 November 2005 09:03Renardin! You should make this a deathmatch level for Reborn. That would be cool!

It's already done for that too.

Subject: Re: Facility
Posted by icedog90 on Tue, 22 Nov 2005 22:36:26 GMT
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This topic is getting jacked...

Subject: Re: Facility
Posted by Jecht on Tue, 22 Nov 2005 23:48:31 GMT
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Make a level based on Pong! [/sarcasm]

Subject: Re: Facility
Posted by ben5015se on Wed, 23 Nov 2005 04:09:00 GMT
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icedog90 wrote on Tue, 22 November 2005 17:36This topic is getting jacked...

seems like some people from renalert team like to do that to renardins/reborn topics

those people act like kids

anyway thats really cool

Subject: Re: Facility
Posted by Aircraftkiller on Wed, 23 Nov 2005 12:58:18 GMT
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So do you, but of course you'll never realize it since you're an idiot.

Subject: Re: Facility

Posted by sloth4urluv on Thu, 24 Nov 2005 23:19:53 GMT
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If you guys are interested in this kind of thing I could show you how to get the models out of the n64 roms. Lol I was originaly thinking of making a DM level of peaches' castle from mario 64 would have been funny. It was difficult to do for goldeney because of how the engine was setup, and the fact that the level was indoors.

Subject: Re: Facility
Posted by JeepRubi on Thu, 24 Nov 2005 23:27:57 GMT
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oh oh can you tell me?

Subject: Re: Facility
Posted by gendres on Fri, 25 Nov 2005 01:50:42 GMT
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sloth4urluv wrote on Thu, 24 November 2005 18:19If you guys are interested in this kind of thing I could show you how to get the models out of the n64 roms. Lol I was originaly thinking of making a DM level of peaches' castle from mario 64 would have been funny. It was difficult to do for goldeney because of how the engine was setup, and the fact that the level was indoors.

Please do that!! Should I PM you or something?

Subject: Re: Facility
Posted by Spice on Fri, 25 Nov 2005 11:19:10 GMT
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I would be interested in seeing how you got them out of the rom aswell.

I think one of the emulators has a plug-in to get the models out?

Subject: Re: Facility
Posted by sloth4urluv on Fri, 25 Nov 2005 23:07:21 GMT
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Ill make a tutorial and post it for everyone

Subject: Re: Facility
Posted by sloth4urluv on Sat, 26 Nov 2005 00:44:36 GMT
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Tutorial is up for anyone that wants it. its in Microsoft Office wich I think pretty much everyone has.
http://cncreborn.iconique.net/N64_Tutorial.zip

Subject: Re: Facility
Posted by gendres on Sat, 26 Nov 2005 06:54:27 GMT
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thanks

Subject: Re: Facility
Posted by Slash0x on Thu, 01 Dec 2005 07:30:21 GMT
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Lol. I think all of the games that were posted in this topic I've played. Lot of old schools, too. From Golden Eye to Donkey Kong (yes, all of them, even DK64, lol). All were great games at it's time. I still rate my personal favorite Perfect Dark thou.

FYI, Perfect Dark used a lot of references from Golden Eye. From the names of some guns to levels (the classics). The only difference is PD was going public for profit, so they needed the rights to use Golden Eye's references. I think it would be great to see that level in any game (plus a few other favorites like temple - which I tried to duplicate when I was a beginner modeler, lol).

Just don't use the models right out of the roms if you are going to do that, people around here start jumping on ya for that.

Subject: Re: Facility
Posted by Spice on Thu, 01 Dec 2005 09:00:54 GMT
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Perfect Dark was made by the same development team as Goldeneye. They didn't need rights to use assests that were already theirs.