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Subject: CnC Reborn : Nod Bino

Posted by [Renardin6](#) on Fri, 13 Jan 2006 02:10:15 GMT

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I will post work in progress for this model.

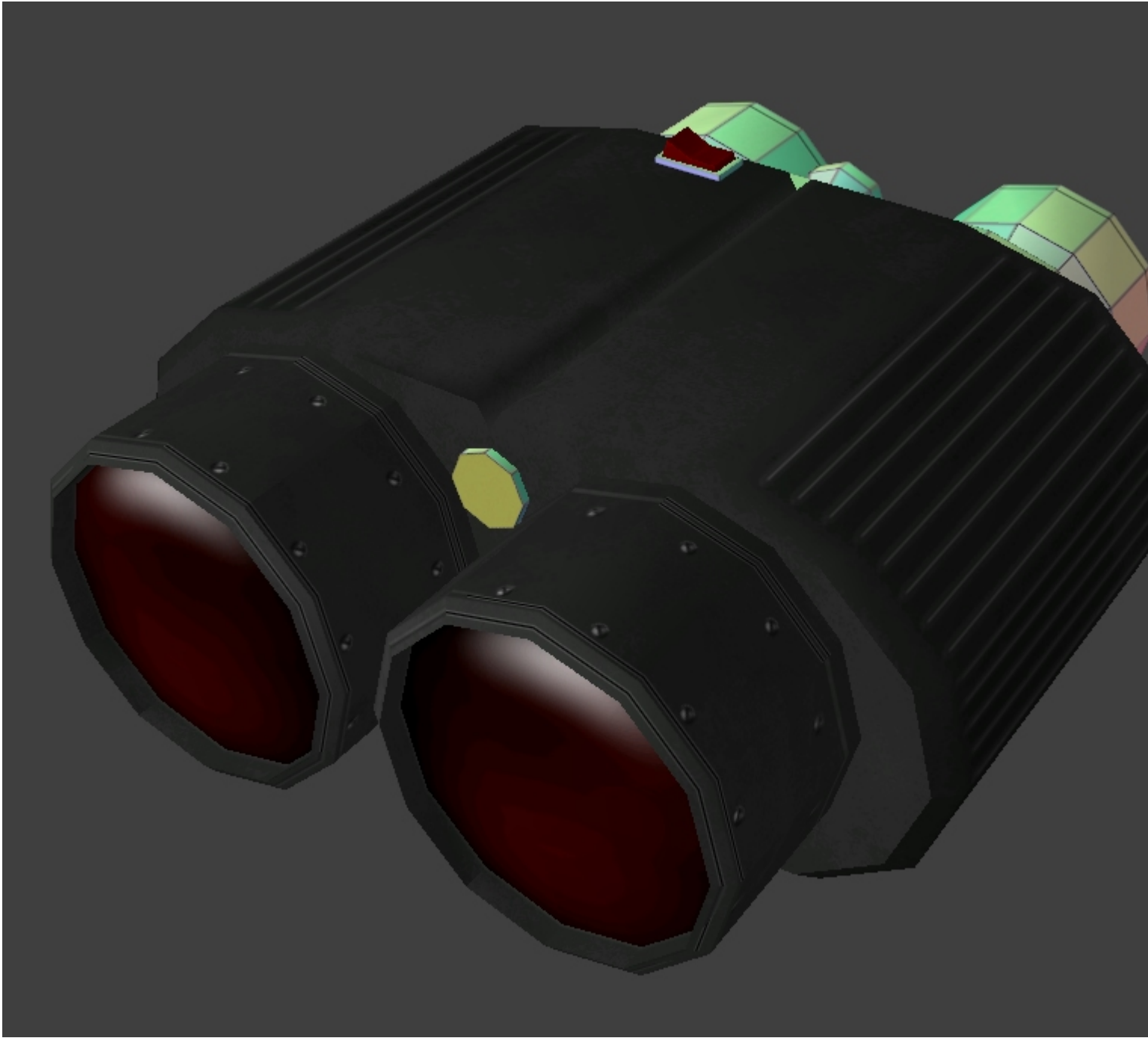
Consider it final once I say it is. Before that, just have a look.

I am not here to ask comments about how to make it I just want to share some work in progress, I already know what I want to do with it (but I will have interest to good ideas of course.)

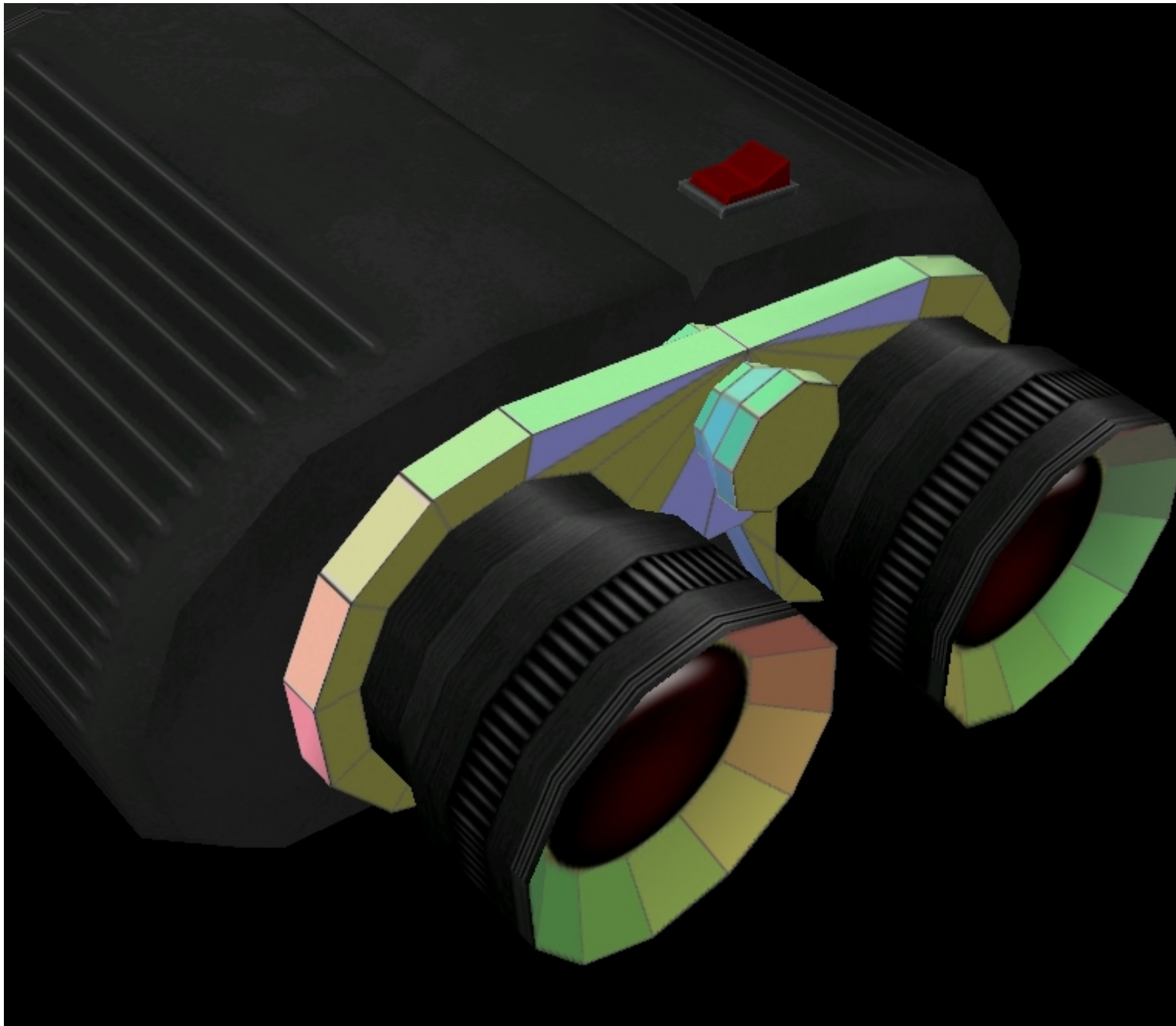
---

### File Attachments

1) [bino.jpg](#), downloaded 840 times



2) [nodbinowip.jpg](#), downloaded 797 times



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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Viking](#) on Fri, 13 Jan 2006 02:12:49 GMT  
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Snot bad!

I can see it still needs to be finished but what of it that is dont looks good!

PS:Tell me how to texture stuff like that I have tried tutorials and that texture exporter thing dosent work for me

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [icedog90](#) on Fri, 13 Jan 2006 02:14:08 GMT  
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Make sure you save the texture as 24-bit, not 32-bit. I don't know if you already know that or not, but it just looks like it's 32-bit, since the engine doesn't actually support 32-bit.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Renardin6](#) on Fri, 13 Jan 2006 02:14:15 GMT  
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basic colors, play with dodge and burn, simple brush.

Use midtones, highlights and shadow settings.  
85 % of a texture can be done using these tools.

(saved as 24-bit, the main texture on the big part is still under work and that is why it looks odd.)

PS Crimson: A wip place, an exchange place, an general discussion place, an help request place... Something a bit like the Renguard part of the forum but for mods.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Renardin6](#) on Fri, 13 Jan 2006 20:40:04 GMT  
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Next wipz0r, having a five min break, then I am gonna finish those.

#### File Attachments

1) [bino wipz0r.jpg](#), downloaded 575 times

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Coolrock](#) on Fri, 13 Jan 2006 20:44:25 GMT  
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Looking good. Can't wait to see it when it's done

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [JRPereira](#) on Fri, 13 Jan 2006 20:55:25 GMT  
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those binoculars look great.

---

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Renardin6](#) on Fri, 13 Jan 2006 21:13:27 GMT  
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next...

#### File Attachments

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1) [bino wipz0r4.jpg](#), downloaded 595 times



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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Renardin6](#) on Fri, 13 Jan 2006 22:01:37 GMT  
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Final:

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Coolrock](#) on Fri, 13 Jan 2006 22:05:18 GMT  
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Great job, I really like them ^^

---

Subject: Re: CnC Reborn : Nod Bino  
Posted by [sloth4urluv](#) on Fri, 13 Jan 2006 22:05:54 GMT  
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Looks great, came out better than the gdi ones (not saying they were bad )

---

Subject: Re: CnC Reborn : Nod Bino  
Posted by [Renardin6](#) on Fri, 13 Jan 2006 22:07:52 GMT  
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The more you texture, the better you do.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Venom Pawz](#) on Fri, 13 Jan 2006 22:10:26 GMT  
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Getting better with your shading

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Mighty BOB!](#) on Fri, 13 Jan 2006 22:31:30 GMT  
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Final won't load although judging from the wips & the thumbnail it looks good.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Jan 2006 00:08:48 GMT  
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Definitely an improvement, I can't wait to use them ingame.

---

Subject: Re: CnC Reborn : Nod Bino  
Posted by [Sir Phoenixx](#) on Sat, 14 Jan 2006 01:10:12 GMT  
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Looks good.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Aprime](#) on Sat, 14 Jan 2006 13:22:50 GMT  
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Venom Pawz wrote on Fri, 13 January 2006 17:10 Getting better with your shading

Agreed.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Jaspah](#) on Sat, 14 Jan 2006 14:34:16 GMT  
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Looks like plastic.

This is sarcasm for the morons who couldn't tell.

Good job Renardin, by the way.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [rm5248](#) on Sat, 14 Jan 2006 18:56:50 GMT  
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j4S[p wrote on Sat, 14 January 2006 08:34] Looks like plastic.

Why wouldn't it be plastic?

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [GDIrish](#) on Sat, 14 Jan 2006 19:05:29 GMT  
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Most Binoculars ARE plastic.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [icedog90](#) on Sat, 14 Jan 2006 20:39:28 GMT  
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He's got a point.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Jecht](#) on Sat, 14 Jan 2006 22:45:05 GMT  
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I think j4S[p] was bullshitting you guys.

I laughed when I saw that comment.

Sweet Jesus Renardin, those binocs look great man.

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Subject: Re: CnC Reborn : Nod Bino  
Posted by [Renardin6](#) on Sun, 15 Jan 2006 17:37:59 GMT  
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Thank you, RLY.

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