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Subject: Advanced Power Plant  
Posted by [Spetz5](#) on Wed, 08 Feb 2006 22:07:53 GMT  
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Hello all, I decided that I would make an attempt to make the advanced power plant that was cut from Renegade.

I've managed to do a Nod model, and ofcourse it isn't very good. But its a start, I will update it through time.

P.S - If anyone knows how to make aggetates for buildings (such as making smoke come from the second cooling tower) please tell me. thanks

Here are three screen shots of it In-game

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### File Attachments

1) [advanced Power Plant 1.JPG](#), downloaded 1870 times

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2) [Advanced Power Plant 2.JPG](#), downloaded 1808 times



3) [Advanced Power Plant 3.JPG](#), downloaded 1718 times





Subject: Re: Advanced Power Plant  
Posted by [JeepRubi](#) on Wed, 08 Feb 2006 23:11:00 GMT  
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Did you make it or just use westwood's?

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Subject: Re: Advanced Power Plant  
Posted by [bisen11](#) on Wed, 08 Feb 2006 23:21:40 GMT  
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So is that the regular powerplant with that other stuff added on? And what's the inside look like?

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Subject: Re: Advanced Power Plant  
Posted by [WNxCABAL](#) on Wed, 08 Feb 2006 23:42:17 GMT  
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The Advanced PP is far larger.

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Thu, 09 Feb 2006 00:09:22 GMT  
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@ JeepRubi - I used the Regular power plant and built off it. Westwood never released an Advanced power plant model, they only had a concept. I have a picture of it, so i will be using that as a reference.

@ dude#1 - the interior is the same as a normal power plant FOR NOW. I wanted to get a good looking outside before i worked on inside. I plan to extend into the blocky area for an inside.

@ cabal - In C&C 95 the advanced power plant is the size of a normal Power plant with just an extra cooling tower and a few more generators, It will become larger as progress is made

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Subject: Re: Advanced Power Plant  
Posted by [JeepRubi](#) on Thu, 09 Feb 2006 01:38:22 GMT  
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Getting better at modeling I see spetz. Are you using any of the stuff i showed you how to do?

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Thu, 09 Feb 2006 01:53:54 GMT  
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Yes I am Jeep, also - If anyone has suggestions for it, please post them.

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Here is a shot of a rough inside to the reactor room (i plan to add more), also it currently has no MCT as i have yet to make one, let alone figure out how. as well as 2 other outside shots, one from the walkway.

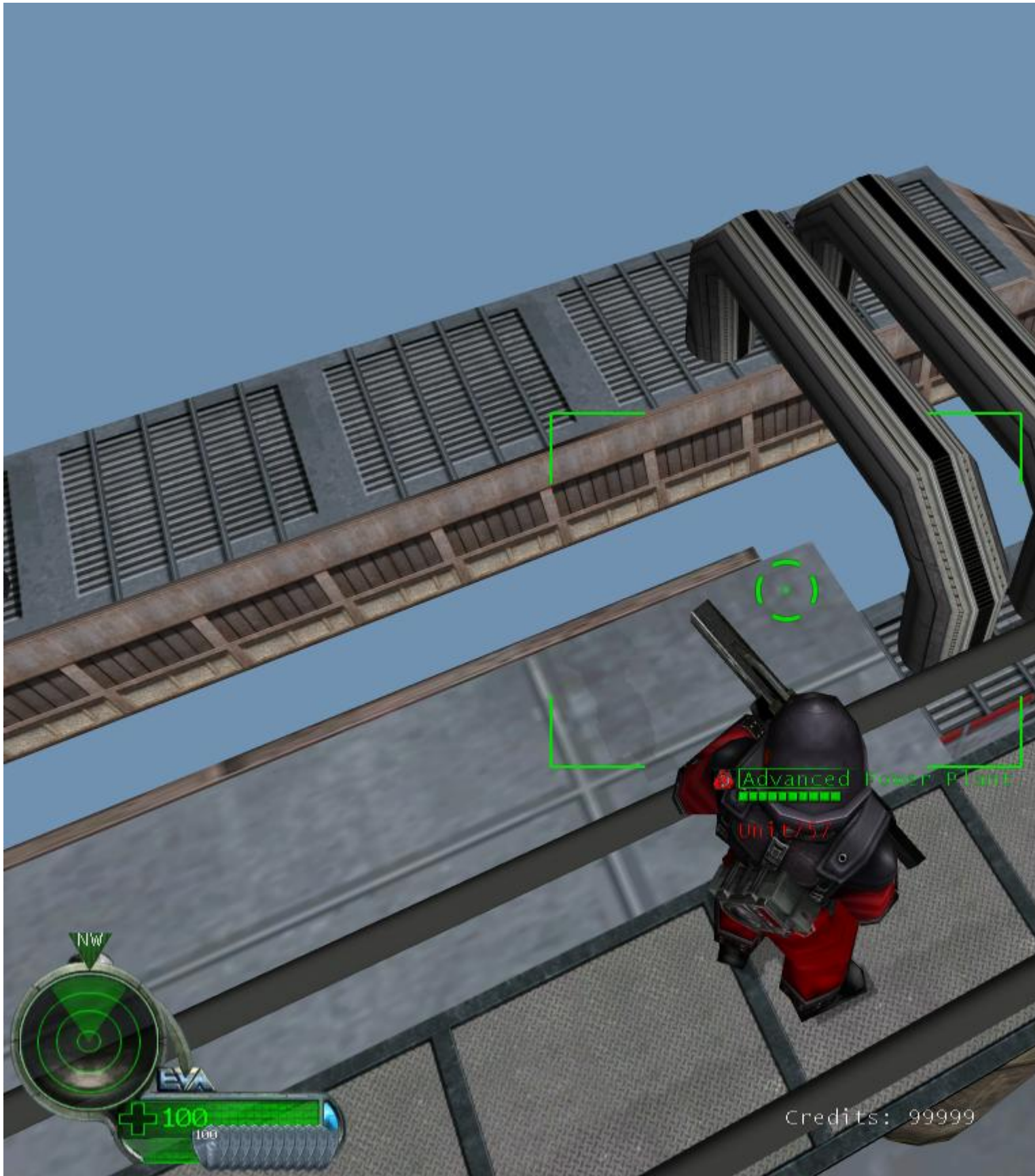
## File Attachments

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1) [Advanced Power Plant Inside.JPG](#), downloaded 1458 times



2) [Advanced Power Plant Outside.JPG](#), downloaded 1445 times



3) [Advanced Power Plant outside 2.JPG](#), downloaded 1504 times





Subject: Re: Advanced Power Plant  
Posted by [JRPereira](#) on Thu, 09 Feb 2006 02:00:57 GMT  
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The exterior looks really nice. The interior does need work though.

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Subject: Re: Advanced Power Plant  
Posted by [R315r4z0r](#) on Thu, 09 Feb 2006 03:19:23 GMT  
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Making PCTs and MCTs is easy. There is a tutorial at [www.renhelp.co.uk](http://www.renhelp.co.uk)

And about the smoke from the other tower, im not sure exactly but i think you have to make a bone and name it the emmitter you want, then you have to make it so that it only makes smoke when the power is above 0%... i don't know how...

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Subject: Re: Advanced Power Plant  
Posted by [Aircraftkiller](#) on Thu, 09 Feb 2006 03:19:28 GMT  
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The exterior and interior are both very poor. You should consider looking at your reference a lot closer and making your model proportional to it. You have a decent start but there's a lot to be improved.

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Subject: Re: Advanced Power Plant  
Posted by [Kamuix](#) on Thu, 09 Feb 2006 05:37:36 GMT  
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The AdvPP in CNC The smoke attacks were not lined up like that. But i still love.

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Thu, 09 Feb 2006 19:40:22 GMT  
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Aircraftkiller wrote on Wed, 08 February 2006 21:19The exterior and interior are both very poor. You should consider looking at your reference a lot closer and making your model proportional to it. You have a decent start but there's a lot to be improved.

Ok, I will try to do a better model now. I will use my reference better.

also - Here is the reference I'm using

## File Attachments

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1) [advpower.jpg](#), downloaded 1460 times



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Subject: Re: Advanced Power Plant  
Posted by [DreamWraith](#) on Thu, 09 Feb 2006 20:36:53 GMT  
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Subject: Re: Advanced Power Plant  
Posted by [Ma1kel](#) on Thu, 09 Feb 2006 20:39:18 GMT  
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It's perfect in the way how big it is, just improve the model. It looks good.

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Thu, 09 Feb 2006 21:37:48 GMT  
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Ok, I'm redoing it and making it more like the concept image  
Here is a screenshot after 45 minutes of work.

---

#### File Attachments

1) [Advanced PP.JPG](#), downloaded 1293 times





Subject: Re: Advanced Power Plant  
Posted by [JeepRubi](#) on Thu, 09 Feb 2006 21:49:40 GMT  
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either take away the lights on one cooling tower or give lights to both.

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Thu, 09 Feb 2006 23:22:46 GMT  
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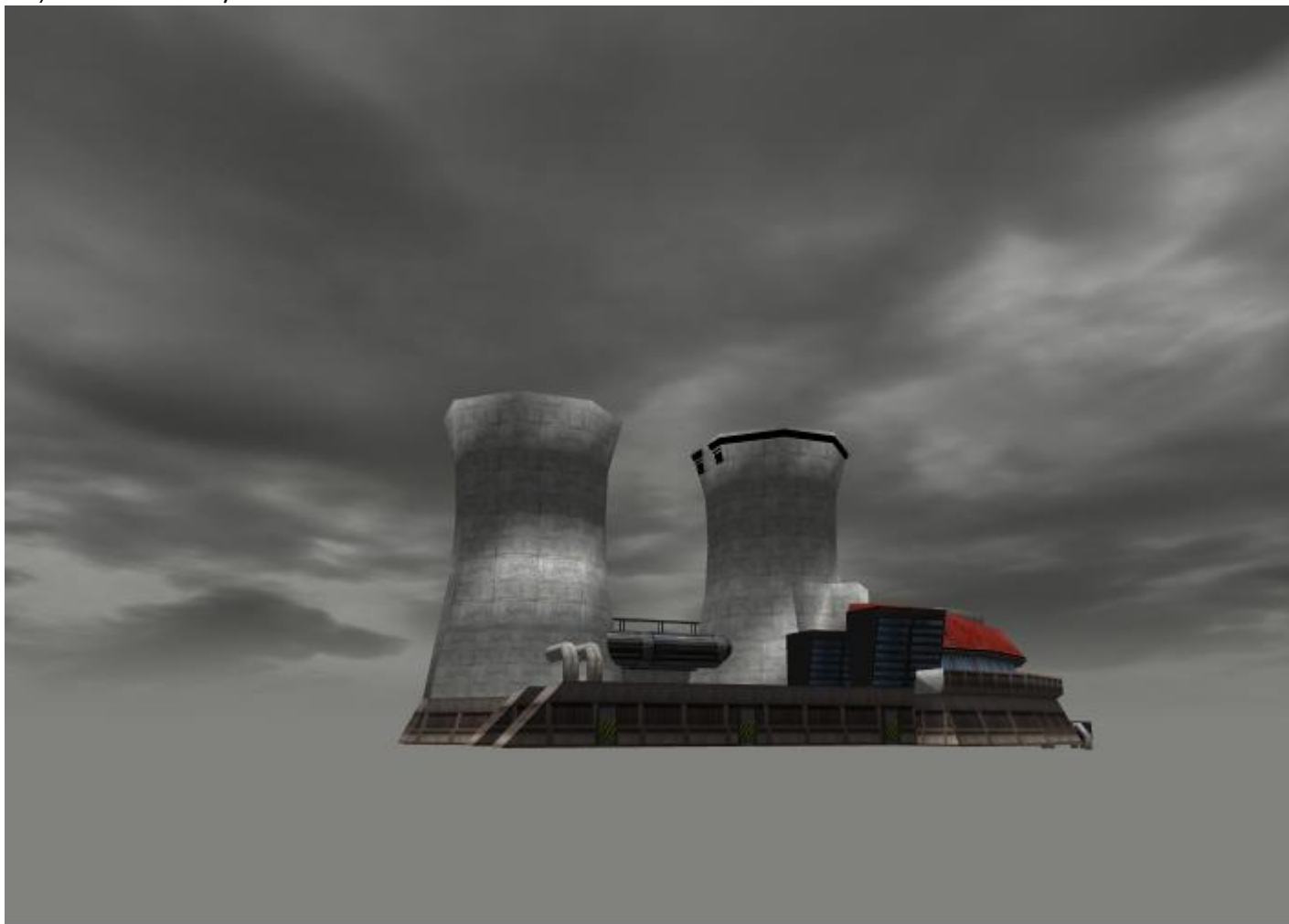
---

I'll work on removing the light's, and also here is another SS of it.

---

### File Attachments

1) [adv.JPG](#), downloaded 1333 times



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Subject: Re: Advanced Power Plant

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Posted by [Renx](#) on Fri, 10 Feb 2006 01:37:31 GMT

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Notice the soldier to the right of the PP in the reference. It should give you an idea of its immense size.

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Subject: Re: Advanced Power Plant

Posted by [Renerage](#) on Fri, 10 Feb 2006 04:33:39 GMT

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Still, its good. I agree, but you cant make it too big.

Unless the tanks are that big....

You see where im going with this>?

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Subject: Re: Advanced Power Plant

Posted by [Goztow](#) on Fri, 10 Feb 2006 08:00:18 GMT

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The towers are closer together at the reference. That hit me. Other than that: you're advancing nicely!

---

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Subject: Re: Advanced Power Plant

Posted by [Kamuix](#) on Fri, 10 Feb 2006 22:42:54 GMT

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Goztow wrote on Fri, 10 February 2006 03:00The towers are closer together at the reference. That hit me. Other than that: you're advancing nicely!

You know what else is advancing nicely? You. That is more sexier.

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Subject: Re: Advanced Power Plant

Posted by [Spetz5](#) on Fri, 10 Feb 2006 23:32:40 GMT

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I'm not going to ask.

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Subject: Re: Advanced Power Plant  
Posted by [Renegerage](#) on Fri, 10 Feb 2006 23:46:07 GMT  
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Buckery wrote on Fri, 10 February 2006 17:42Goztow wrote on Fri, 10 February 2006 03:00The towers are closer together at the reference. That hit me. Other than that: you're advancing nicely!

You know what else is advancing nicely? You. That is more sexier.

Theres nice then.....wth.....you crossed that line.

---

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Subject: Re: Advanced Power Plant  
Posted by [Jaspah](#) on Sun, 12 Feb 2006 02:51:51 GMT  
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Spetz5 wrote on Thu, 09 February 2006 16:37Ok, I'm redoing it and making it more like the concept image  
Here is a screenshot after 45 minuites of work.

Try to give the cooling towers something else than just concrete. They'll look really bland without the lights and just concrete textures.

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Mon, 13 Feb 2006 00:55:32 GMT  
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Ya, I agree the Nod one is a bit dull, Here is the GDI one, wich I have put alot more work into.

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#### File Attachments

1) [GDI Advanced Power Plant.JPG](#), downloaded 1587 times

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Subject: Re: Advanced Power Plant  
Posted by [Renardin6](#) on Mon, 13 Feb 2006 02:43:33 GMT  
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Ugly texture choice...

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Subject: Re: Advanced Power Plant  
Posted by [Goztow](#) on Mon, 13 Feb 2006 07:45:21 GMT  
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The GDI one starts to look really amazing (at least from that angle, donno from other) . Very nice improvements!

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Subject: Re: Advanced Power Plant  
Posted by [Dave Mason](#) on Mon, 13 Feb 2006 11:11:19 GMT  
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Spetz5 wrote on Mon, 13 February 2006 00:55Ya, I agree the Nod one is a bit dull, Here is the GDI one, wich I have put alot more work into.

Eww.

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Subject: Re: Advanced Power Plant  
Posted by [Renerage](#) on Mon, 13 Feb 2006 12:54:47 GMT  
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DJM wrote on Mon, 13 February 2006 06:11Spetz5 wrote on Mon, 13 February 2006 00:55Ya, I agree the Nod one is a bit dull, Here is the GDI one, wich I have put alot more work into.

Eww.

Eww? Whats wrong with it. I find it simply amazing. However, lets see the inside

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Subject: Re: Advanced Power Plant  
Posted by [Dave Mason](#) on Mon, 13 Feb 2006 12:57:40 GMT  
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First of all it's nothing like the reference and second it's ugly as hell.

I'd rather have a tartan car.

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Subject: Re: Advanced Power Plant  
Posted by [JeepRubi](#) on Mon, 13 Feb 2006 13:37:08 GMT  
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I took a look at his model and it needs a LOT of work. The poly count is unneccisarily high and there are large gaps everywere so you can see right through it. If you looked at it up close or at any other angle id look like crap.

Spetz, u need some help.

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Mon, 13 Feb 2006 20:04:29 GMT  
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who ever said it was done? and besides, you looked at the Nod model. Not the GDI one. I've closed alot of gaps, and BTW idc about the polly's, ive used the GDI one in a test map with a few friends, and they said with it, the terrain, a normal pp, wep, agt, bar, and ref. they noticed no change.

And next time, don't offer to do the inside, becuase your the one who got fed up with it.

I'm trying to do good on this, so leave me alone jeep.

also, cheek - It has no inside since I want to get the outside perfect before i move inside.

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Subject: Re: Advanced Power Plant  
Posted by [KimoSabe7](#) on Thu, 23 Feb 2006 19:18:43 GMT  
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everyone who says negative things about this are retards lol like seriously if you want something changed or dont like how it looks , then lets see you do a better job urself?

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Subject: Re: Advanced Power Plant  
Posted by [Aircraftkiller](#) on Thu, 23 Feb 2006 19:21:51 GMT  
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I have done better things myself, so according to your logic I have every right to show him what's

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wrong with his work.

Just one sample of what I can easily create. So back to the subject, this needs to be improved... Assuming the artist is still working on it now.

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Subject: Re: Advanced Power Plant  
Posted by [KimoSabe7](#) on Thu, 23 Feb 2006 19:27:27 GMT  
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yes i know it needs improvement and i wasnt really talking about you in particular you do soem very nice work may i add , just the peopel that said the GDI Adv PP was ugly and stuff..the outside looks jsut like the GDI base i see no problems with it. BTW does this replace the regular PP on all maps when its done or is it jsut for specially made maps?

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Subject: Re: Advanced Power Plant  
Posted by [Spice](#) on Thu, 23 Feb 2006 21:09:11 GMT  
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You have to understand that he is obviously just starting to learn, The buildings in Renalert v900 weren't all that much better than his power plant.

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Subject: Re: Advanced Power Plant  
Posted by [WNxCABAL](#) on Thu, 23 Feb 2006 22:21:20 GMT  
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I'm just interest to know AK, is that a different Con Yard to those seen in the late RenAlert releases?

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Subject: Re: Advanced Power Plant  
Posted by [Spetz5](#) on Fri, 24 Feb 2006 05:08:26 GMT  
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ya aircraftkiller has every right to say it needs work, and it does. I haven't touched it in a wile but i'll probably start working on it again.

---

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Subject: Re: Advanced Power Plant

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Posted by [WNxCABAL](#) on Fri, 24 Feb 2006 08:06:15 GMT

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find attached the texture for the door.

#### File Attachments

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1) [door.tga](#), downloaded 217 times

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Subject: Re: Advanced Power Plant

Posted by [zunnie](#) on Thu, 22 Mar 2012 20:36:58 GMT

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By any chance: Is this thing finished and does anyone have it ?  
yes i know this topic is years old..... still i wonder

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