
Subject: Con Update

Posted by [JeepRubi](#) on Sun, 18 Jun 2006 19:37:50 GMT

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Quote: Hey guys, You may have heard of our mod, Conspiracy of Nod for Battlefield 2.

Our aim is to bring the universe of Command & Conquer: TD to the modern graphics engine, I would like to give you some updates on our progress.

Xenon has lost his computer to a power surge and as a result he has left me (Mavrik347) in charge as the new Lead Producer of CoN.

Here is some pictures of our progress to date:

Nod Stealth Tank:

GDI Mammoth Tank:

GDI Service Depot:

GDI Barracks:

Thats all I'm going to show you for now but behind the scenes we will soon have a PowerPlant ready aswell as numorous weapons.

If you can MOD for Battlefield: 2 and have the game then we are always taking on staff and are in need of Skinners and UVW Mappers. So get in touch with me at mavrik347@aol.com

Website: Conspiracy of Nod

~ CoN Team

Subject: Re: Con Update

Posted by [OWA](#) on Sun, 18 Jun 2006 20:33:04 GMT

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Heh thats too bad for Xenon. But from what i hear this is going to be a groundbreaking production.
winks

Subject: Re: Con Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Jun 2006 22:28:07 GMT

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Everything is good, but for some reason I dont really like the barracks.

How many polygons is it?

Subject: Re: Con Update

Posted by [JeepRubi](#) on Sun, 18 Jun 2006 23:53:53 GMT

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The only thing i made, thanks. JK

Subject: Re: Con Update

Posted by [DarkDemin](#) on Mon, 19 Jun 2006 13:22:05 GMT

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Your texture artist blows and all the models aren't high enough polygon count for BF2.

Subject: Re: Con Update

Posted by [danpaul88](#) on Mon, 19 Jun 2006 13:45:21 GMT

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the mammoth texture aint bad, the stealth tank looks a bit wierd though...

as for the models... whats that wierd grey thingy on top of the mammoths turret?

Subject: Re: Con Update

Posted by [Jecht](#) on Mon, 19 Jun 2006 16:10:46 GMT

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Textures definitely need work.

Subject: Re: Con Update

Posted by [Aircraftkiller](#) on Mon, 19 Jun 2006 16:38:34 GMT

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DarkDemin: I think you're mistaken here, considering I designed that Mammoth Tank to be around 10,000 polygons... That's more than most vehicles in BF2. You're also like one of the few people I've ever seen complain about how I painted it.

The Repair Facilities are also fine. Why would they need more polygons when they're identical to how they should look?

The only thing that bugs me here is how that Mavrik idiot is now "leading" this TD con thing. As far as I knew before, the moment Xenon paid me I was able to fire this guy and get rid of him. Too bad he's still around. I'll wait until Xenon comes back before I make anything else, because these idiots he's hiring to work on it are dragging the rest of us down.

I mean, come on Jeep. This isn't Renegade. The Barracks from C&C95 looks so much different than that Renegade clone you made.

Subject: Re: Con Update

Posted by [OWA](#) on Mon, 19 Jun 2006 18:44:16 GMT

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Yeah. Those textures on the rep pad are pretty good. The best thing though is the mammoth tank. Nice one ACK, it looks just like the C&C Dawn one, even from the top down view. Lets hope Xenon/Steve gets back soon yeah. I havent talked to that guy in ages.

Oh and about the barracks. Instead of having one long line to represent the sandbags. Try piling up individual ones. I have some model sandbags, msn me sometime if you want to use them.

Subject: Re: Con Update

Posted by [JeepRubi](#) on Mon, 19 Jun 2006 22:54:25 GMT

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Mavrik347 doesnt want to make an account so im just going to quote what he wrote.

Quote:Oh Acky of small brain and incompetant social skills.

I took the privilege of taking some photos just for you. Here is the original copy of Command & Conquer which we are modding off.

But wait! There's more! Doth it have a GDI Barracks on the back?!

Why yes it doth! I'm shaw anyone with Command & Conquer can confirm this for you. Look at that, we modelled the correct building. That's right, Acky we modelled the correct object without someone illegally charging us who obviously hasn't quite read the international EULA Laws.

Again, thank you for your completely pointless comments Acky.

I leave you with this.

As for the rest of you, thank you for your constructive comments and the barracks is being changed respectively to what you have said. Please remember though that poly count is not everything. eg. If an object is fine as it is there is no point adding obsolete polys for the pure sake of it.

Never underestimate what a skilled texture artist can do with a model, with a good skin an illusion of double the poly count can be achieved. PoE are living proof of this method and its success. Please also remember all you see is a WIP and is liable to change. Also Acky is not some immortal god and should not effect your opinion, e.g. saying something needs change then saying its fine after he turns up. We need YOUR free opinions, good or bad, to help us, we respect your opinion and can only wish that it is Your's.

Thank you again for the constructive comments.

~ Mavrik347

Subject: Re: Con Update
Posted by [Zion](#) on Mon, 19 Jun 2006 22:59:46 GMT
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Inform him that he needs to focus his camera, or get an ingame shot.

Subject: Re: Con Update
Posted by [Aircraftkiller](#) on Mon, 19 Jun 2006 22:59:58 GMT
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lol, what a dumbass. There is no illegal charging. Xenon asked me to work for him. Xenon said he'd pay me for modeling what he wants done. If Mavrik were a lot more intelligent then he'd realize this.

As for the Barracks? lol blurry image wins!

http://www.cncnz.com/features/cnc10/cnc_gallery/bld4b.shtml

Notice the huge difference in the Barracks you showed, and the one in C&C95.

You lose, care to try again? I'm just waiting for Xenon to come back so you're removed and some actual progress can be made. It's not as if you've ever done anything yet, anyway.

Subject: Re: Con Update
Posted by [Mad Ivan](#) on Mon, 19 Jun 2006 23:41:44 GMT
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Well, the Mammy looks great.

The Stank needs to be a bit "taller" in my opinion...erm...i'll try to get a screenshot from the TD movie where it appears.

The barracks are Renegade-ish, as Aircraftkiller noted. The interior looks alright, but the exterior needs to be redone from scratch.

Subject: Re: Con Update

Posted by [DarkDemin](#) on Tue, 20 Jun 2006 12:40:17 GMT

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Aircraftkiller wrote on Mon, 19 June 2006 12:38DarkDemin: I think you're mistaken here, considering I designed that Mammoth Tank to be around 10,000 polygons... That's more than most vehicles in BF2. You're also like one of the few people I've ever seen complain about how I painted it.

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I mean, come on Jeep. This isn't Renegade. The Barracks from C&C95 looks so much different than that Renegade clone you made.

I knew I recognized those models.

Subject: Re: Con Update

Posted by [OWA](#) on Tue, 20 Jun 2006 15:54:41 GMT

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Xenon's previous barracks was better... Also that hand of nod which he let me work on for a while. But i was crap at modelling then. Lets hope you get a nice new HON and Barracks.

+1 flagpole

-1 sandbag block thing
