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Subject: CnC Reborn :: Purchase Icons  
Posted by [Renardin6](#) on Thu, 29 Jun 2006 11:16:12 GMT  
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Kalle Bowo has developed a few new purchase icons for both GDI and Nod recently (in celebration of passing his A-level exams apparently wink.gif ). Featured are the GDI Light Infantry and Tiberium Soldier, as well as Nod's two heavy plasma-armed infantry-- the fearsome Cyborg Commando and his lesser human brother, the Kerubim. Take a look over here to see all four.

Light Infantry and Cyborg Commando icons

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [Goztow](#) on Thu, 29 Jun 2006 12:33:40 GMT  
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Good job, nicely detailed.

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [Dr. Lithius](#) on Fri, 30 Jun 2006 14:46:22 GMT  
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Two words come to mind as I view these images.

"Freaking". And "awesome".

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [Jecht](#) on Thu, 06 Jul 2006 00:08:45 GMT  
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I like them.

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [futura83](#) on Wed, 12 Jul 2006 08:31:36 GMT  
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they are fantastic! much better than renegades purchase icons.

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [jnz](#) on Sat, 15 Jul 2006 22:34:02 GMT

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how do you draw grafix like that so detailed? they are brilliant.

dan

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [disturbedfan](#) on Thu, 24 Aug 2006 23:22:28 GMT  
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Dude them pictures are sweet, nice one

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [icedog90](#) on Thu, 24 Aug 2006 23:30:50 GMT  
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help-linux wrote on Sat, 15 July 2006 15:34how do you draw grafix like that so detailed? they are brilliant.

dan

They don't draw them. They rendered them in an environment in 3D Studio Max with lights and then they added the borders and logos on them in a program like Photoshop.

Nice, by the way.

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [Blazer](#) on Thu, 24 Aug 2006 23:37:46 GMT  
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Nice job

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [jnz](#) on Fri, 25 Aug 2006 15:30:48 GMT  
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what about Renardin6's sig? is that done in the same way?

omg, i am a commander!

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [LR01](#) on Fri, 25 Aug 2006 16:45:01 GMT  
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however it's done its nice, very nice

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [icedog90](#) on Fri, 25 Aug 2006 19:33:39 GMT  
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help-linux wrote on Fri, 25 August 2006 08:30 what about Renardin6's sig? is that done in the same way?

omg, i am a commander!

no, that was done in photoshop.

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Subject: Re: CnC Reborn :: Purchase Icons  
Posted by [Dave Anderson](#) on Wed, 27 Sep 2006 00:31:27 GMT  
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It is getting more and more popular to first render an object in a 3D modeling program and then add the art in a imaging program. Alot of the top digital artists use this method, and I plan to start doing this as soon as I can get my hands on a 3D modeling program.

For things like realistic art or realistic objects, this is probably the best method to use. Take a look at some of Aircraftkiller's art sometime, you will get the drift.

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