
Subject: Hand of Nod

Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Based on the original from Tiberian Dawn. Only rough at the moment, but it's just over 300 polys. Not much room for an interior, so it's going to have stairs/ramps down to a second floor. Picture 1
Picture 2 Picture 3

Subject: Hand of Nod

Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Intresting, very intresting.

Subject: Hand of Nod

Posted by [Anonymous](#) on Wed, 15 Jan 2003 16:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make it taller, and change the rock,world,and what ever that red on is.

Subject: Hand of Nod

Posted by [Anonymous](#) on Wed, 15 Jan 2003 16:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

that looks just like the one from tib dawn! But that texture. That texture would be more sutible for the ground. I thought it was black. It does need to be taller. And the globe thingy on his hand needs to be changed.

Subject: Hand of Nod

Posted by [Anonymous](#) on Wed, 15 Jan 2003 18:07:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

acturally no it doesnt. it doesnt look like the TD hon. not to me tho. cause i remember it was like the one in renegade. you just couldnt see the back. all you were able to see was the hand, globe and the front.

Subject: Hand of Nod

Posted by [Anonymous](#) on Wed, 15 Jan 2003 18:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lemme refresh my memory. I'll dust off my old Command & Conquer. Edit: aw crap. It's not compatible with my graphics card or somethin'. [January 15, 2003, 18:31: Message edited by: dead4ayear2]

Subject: Hand of Nod
Posted by [Anonymous](#) on Wed, 15 Jan 2003 22:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make the background colour lighter.

Subject: Hand of Nod
Posted by [Anonymous](#) on Thu, 16 Jan 2003 04:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it looks absolutely nothing like the cnc one...the renegade hand of nod looks more like the cnc one does...

Subject: Hand of Nod
Posted by [Anonymous](#) on Thu, 16 Jan 2003 04:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

What colour are the skies in your world?

Subject: Hand of Nod
Posted by [Anonymous](#) on Thu, 16 Jan 2003 06:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ugly, I would keep the hand part and redo everything else. And learn how to texture.

Subject: Hand of Nod
Posted by [Anonymous](#) on Thu, 16 Jan 2003 07:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by DeafWasp:ugly, I would keep the hand part and redo everything else. And learn how to texture. OMG can't you read that he will retexture the most? It is about the model and the model looks like the one from C&C. He could show the model totally untextures but replies from people like you would be more stupid.

Subject: Hand of Nod

Posted by [Anonymous](#) on Thu, 16 Jan 2003 08:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:ugly, I would keep the hand part and redo everything else. And learn how to texture. Thanks, but as I make maps and models with 3D Studio for a living already, I'll give your wonderful advice a miss for now. The texture is stretched on a couple of polys because it's only a basic cylindrical UV map, rather than having done it on a group-by-group basis. As I said initially, it's only rough.

Subject: Hand of Nod

Posted by [Anonymous](#) on Thu, 16 Jan 2003 11:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I'm gonna say pretty much what everyone else is saying. It's good but it needs better textures and the hand needs to be a bit taller

Subject: Hand of Nod

Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The rock texture needs changing, but the globe is spot on (it's not all red like the one in Renegade - the TD one was blue and yellow) I'm retexturing the entrance parts too. Background colour? Um...it's a render on a black background. There's nothing in the background. Havoc 89: Here is a pic of the original Hand from TD. This is what I used as a reference. Other than the actual hand, it's nothing like the one from Renegade. [January 16, 2003, 00:24: Message edited by: PiMuRho]

Subject: Hand of Nod

Posted by [Anonymous](#) on Thu, 16 Jan 2003 13:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Sir Phoenixx:it looks absolutely nothing like the cnc one...the renegade hand of nod looks more like the cnc one does...You are very wrong

Subject: Hand of Nod

Posted by [Anonymous](#) on Fri, 17 Jan 2003 05:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by gendres: quote:Originally posted by Sir Phoenixx:it looks absolutely nothing like the cnc one...the renegade hand of nod looks more like the cnc one does...You are very wrong So would you like to tell me that Havoc 89 is wrong also??? Are our opinions that it

doesn't look like the cnc hand of nod wrong? So let me guess, your opinion is right? Nice job at showing off your ignorance quote:Originally posted by Havoc 89:acturally no it doesnt. it doesnt look like the TD hon. not to me tho. cause i remember it was like the one in renegade. you just couldnt see the back. all you were able to see was the hand, globe and the front. [January 17, 2003, 05:54: Message edited by: Sir Phoenixx]

Subject: Hand of Nod
Posted by [Anonymous](#) on Fri, 17 Jan 2003 05:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually, mr pheonixx, you and Havoc are both wrong:ftp://ftp.westwood.com/pub/ccgold/previews/scrnshot/forest01.gifooh, look at that in the middle, it's a TD hand of Nod! quote:Nice job at showing off your ignorance

Subject: Hand of Nod
Posted by [Anonymous](#) on Fri, 17 Jan 2003 07:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, that model is really well done, just improve the textures, and it would be something I would put in a map if I were ever to make one.

Subject: Hand of Nod
Posted by [Anonymous](#) on Fri, 17 Jan 2003 07:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Sir Phoenixx: quote:Originally posted by gendres: quote:Originally posted by Sir Phoenixx:it looks absolutely nothing like the cnc one...the renegade hand of nod looks more like the cnc one does...You are very wrongSo would you like to tell me that Havoc 89 is wrong also??? Are our opinions that it doesn't look like the cnc hand of nod wrong? So let me guess, your opinion is right? Nice job at showing off your ignorance quote:Originally posted by Havoc 89:acturally no it doesnt. it doesnt look like the TD hon. not to me tho. cause i remember it was like the one in renegade. you just couldnt see the back. all you were able to see was the hand, globe and the front.Except for the hand and globe the Renegade HoN looks nothing like the original one. If you see the pic that killakanz posted, the angle would let you see the back part of the structure, but it isn't there. Oh my.

Subject: Hand of Nod
Posted by [Deactivated](#) on Sun, 02 May 2004 12:27:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Hand of Nod is huge tunnel network built under a rock and a iron fist.

Subject: Hand of Nod
Posted by [sniper12345](#) on Sun, 02 May 2004 12:38:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

stop your evil necromancy!

Subject: Hand of Nod
Posted by [IRON FART](#) on Sun, 02 May 2004 17:40:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's a dead topic. Why revive it?

Subject: Hand of Nod
Posted by [PiMuRho](#) on Sun, 02 May 2004 19:04:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's a crappy model too. It shames me.
