Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 20:49:00 GMT
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http://www.n00bstories.com/image.fetch.php?id=1909591604Just finished that up a few minutes ago.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 20:55:00 GMT
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very cool, texture doesn't quite look like the original (wasn't it green?) but very cool model.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 20:57:00 GMT
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whoa thats tight! Nice job!

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 21:06:00 GMT
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Um, no... It is the original Recon Bike, not a mockup of it.Check the screenshot:http://www.g-renegade.com/gameplay/viewimg.shtml?/images/units/reconbike.jpg

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 21:20:00 GMT
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quote:Originally posted by aircraftkiller2001:Um, no... It is the original Recon Bike, not a mockup of it.Check the screenshot:http://www.g-renegade.com/ga meplay/viewimg.shtml?/images/units/reconbike.jpgYep... it might not be the original C&C bike but it is the original "Renegade" recon bike.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 21:25:00 GMT
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quote:Originally posted by JTBob:very cool, texture doesn't quite look like the original (wasn't it

green?) but very cool model.green?? where did that come from?All Nod vehicles were white/grey

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Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Wed, 22 Jan 2003 21:34:00 GMT
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quote:Originally posted by killakanz: quote:Originally posted by JTBob:very cool, texture doesn't quite look like the original (wasn't it green?) but very cool model.green?? where did that come from?All Nod vehicles were white/greyactually... green was a color on the original bike... I remember it for some reason. It was kinda all over the place in the original CnC as far as colors went... most of nod was black and red but some vehicles were greens for some reason.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 03:28:00 GMT
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Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 12:37:00 GMT
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The Nod vehicles in C&C were all white and grey. Not red and black, not green. I've been playing it over the last few days, so my experience is very recent

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Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 13:29:00 GMT
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I suppose this is another one of those things you "acquired" from Westwood.Why don't they just release all that stuff???

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 14:08:00 GMT
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quote:Originally posted by steggyd:When rendering pictures, one does not need to be so cheap with polygons. The tires look like crap for a rendered pic. Afterall, the bike is the focal point of the pic.it's an in-game model... not a high resolution model... it's like 800 polys... now why would you make something look low-res when it's going to be rendered... you answered your won quesiton

didn't ya?

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 14:15:00 GMT
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quote:Originally posted by DoctorNerve: quote:Originally posted by steggyd:When rendering pictures, one does not need to be so cheap with polygons. The tires look like crap for a rendered pic. Afterall, the bike is the focal point of the pic.it's an in-game model... not a high resolution model... it's like 800 polys... now why would you make something look low-res when it's going to be rendered... you answered your won quesiton didn't ya?No, for the picture it is not an in-game model. It is a rendered pic. He can easily remake a wheel; at least one would think. Why would I want a boxy looking wheel on my desktop?

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 16:29:00 GMT
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quote:Originally posted by steggyd: quote:Originally posted by DoctorNerve: quote:Originally posted by steggyd:When rendering pictures, one does not need to be so cheap with polygons. The tires look like crap for a rendered pic. Afterall, the bike is the focal point of the pic.it's an in-game model... not a high resolution model... it's like 800 polys... now why would you make something look low-res when it's going to be rendered... you answered your won quesiton didn't ya?No, for the picture it is not an in-game model. It is a rendered pic. He can easily remake a wheel; at least one would think. Why would I want a boxy looking wheel on my desktop?wow... you know what rendering is. Ok. go into photoshop and paint and nice smooth circular tire and be done with it then..,ever see a desktop picture made with the w3d viewer... or a screenshot from a game... don't ever put one of those on your machine... it's not RENDERED.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 16:56:00 GMT
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No, I assume he rendered the picture in 3DSMax. If he used a flat image of the bike, then that's a different story. In 3DSMax, you can render pictures of 3d models. I study the arts, so please do not speak to me as if I'm an idiot.Oh yeah, and the model inside the game would actually be considered rendered. The game renders the model into a presentable usable model. [January 23, 2003, 16:59: Message edited by: steggyd]

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:21:00 GMT
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quote:Originally posted by steggyd:No, I assume he rendered the picture in 3DSMax. If he used a flat image of the bike, then that's a different story. In 3DSMax, you can render pictures of 3d models. I study the arts, so please do not speak to me as if I'm an idiot.Oh yeah, and the model inside the game would actually be considered rendered. The game renders the model into a presentable usable model.lol. I certainly don't doubt your knowledge of the arts... I already have a degree from the Savannah College of Art & Design... what you said is perfectly true. I won't argue about what rendering is either. You just wanted a fully rendered bad-ass hi res model for your desktop. Too bad the model is not. You could make your own. You could even ask ACK to make a nice nurbs version with full 3-pass shaders including film grain and hollywood actors.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:32:00 GMT
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you sir, = a n00b (that was directed at steggy btw) [January 23, 2003, 17:35: Message edited by: SlugWollop-CNCU[BG]]

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:38:00 GMT
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SCAD, that's cool. No, I just wanted to see better tires.   And slug dude that was uncalled for. Hush before I pour salt on you. [January 23, 2003, 17:39: Message edited by: steggyd]

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:43:00 GMT
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steggy wether or not i post. ive been around out here much longer than you have.... i think you should kindly take your flames over to DGNF and i was here long before my register time under another nick as well so... [January 23, 2003, 17:44: Message edited by: SlugWollop-CNCU[BG]]

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:44:00 GMT
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quote:Originally posted by SlugWollop-CNCU[BG]:steggy wether or not i post. ive been around out here much longer than you have.... i think you should kindly take your flames over to DGNFI have not flamed once until you decided to input your lil' n00b comment.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:53:00 GMT
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quote:Originally posted by steggyd: quote:Originally posted by SlugWollop-CNCU[BG]:steggy wether or not i post. ive been around out here much longer than you have.... i think you should kindly take your flames over to DGNFI have not flamed once until you decided to input your lil' n00b comment.ummmmmm yea.... okay..... sure....

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 17:58:00 GMT
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ummm......... your opinion is presented crudely..

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:00:00 GMT
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quote:Originally posted by SlugWollop-CNCU[BG]:ummm......... your opinion is presented crudely..Considering the victim, that is hardly crude.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:15:00 GMT
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quote:Originally posted by DoctorNerve:actually... green was a color on the original bike... I remember it for some reason. It was kinda all over the place in the original CnC as far as colors went... most of nod was black and red but some vehicles were greens for some reason.where they really?

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:20:00 GMT
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quote:Originally posted by steggyd: quote:Originally posted by SlugWollop-CNCU[BG]:ummm......... your opinion is presented crudely..Considering the victim, that is hardly crude.what are you saying? please do tell

Subject: Original Nod Recon Bike rendered wallpaper

Posted by Anonymous on Thu, 23 Jan 2003 18:23:00 GMT
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He's saying ACK dishes out more criticism than anyone, so it's only fate that he too shall recieve it on his work.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:25:00 GMT
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he only criticises those who shouldnt be here. who have no skill.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:33:00 GMT
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No, I am merely stating that as harsh as he is on some people, that my comment was not too harsh. I could have said that is the s@#\%tiest picture I have ever seen in my life. You must be a moron. So, compared to his criticism, my criticism was not crude whatsoever.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:36:00 GMT
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quote:Originally posted by killakanz: quote:Originally posted by DoctorNerve:actually... green was a color on the original bike... I remember it for some reason. It was kinda all over the place in the original CnC as far as colors went... most of nod was black and red but some vehicles were greens for some reason.where they really?   it might not have been "green" in the actual game but early screens of those models from back in '94 or '95 showed greens on the bike... it was quite a bit different in style from the renegade bike too. Ripleys "Believe it.. Or Not"

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:36:00 GMT
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quote:Originally posted by steggyd:No, I am merely stating that as harsh as he is on some people, that my comment was not too harsh. I could have said that is the s@#\%tiest picture I have ever seen in my life. You must be a moron. So, compared to his criticism, my criticism was not crude whatsoever.You annoyed someone else instead of me... I'll leave that up to you to figure out.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:43:00 GMT
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Anyways, so what is it? A picture done in photoshop, or a rendered pic in 3DSMax?

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:46:00 GMT
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quote:Originally posted by steggyd:Anyways, so what is it? A picture done in photoshop, or a rendered pic in 3DSMax?It was a quick 30 minute render done in 3DS Max. The dust and text were created in Photoshop.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:48:00 GMT
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quote:Originally posted by steggyd:Anyways, so what is it? A picture done in photoshop, or a rendered pic in 3DSMax?it could be a screen shot taken from the level editor... then smoke added in photoshop... hell... could be rendered in-game... from max... from g-max (oh... ****... no rendering in gmax)... could be two different sources combined in photoshop... we'll see when it's in your game and drivin' around I guess.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 18:49:00 GMT
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quote:Originally posted by DoctorNerve: quote:Originally posted by steggyd:Anyways, so what is it? A picture done in photoshop, or a rendered pic in 3DSMax?it could be a screen shot taken from the level editor... then smoke added in photoshop... hell... could be rendered in-game... from max... from g-max (oh... ****... no rendering in gmax)... could be two different sources combined in photoshop... we'll see when it's in your game and drivin' around I guess.oh... I covered it enough to get rendered in max then... photoshop smoke... ohhh. bada bing

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Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 19:39:00 GMT
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quote:Originally posted by SlugWollop-CNCU[BG]:he only criticises those who shouldnt be here. who have no skill.Notice I have never been bashed by him.also notice that I have wised up and dont hype up a "really cool map" that looks like ****. believe me, theres a connection.

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Fri, 24 Jan 2003 00:18:00 GMT
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quote:Originally posted by DoctorNerve:actually... green was a color on the original bike... I remember it for some reason. It was kinda all over the place in the original CnC as far as colors went... most of nod was black and red but some vehicles were greens for some reason.Okay, see those buttons on your monitor? Mess with 'em until that bike looks grey, because it's certainly not green

Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Fri, 24 Jan 2003 00:43:00 GMT
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When rendering pictures, one does not need to be so cheap with polygons. The tires look like crap for a rendered pic. Afterall, the bike is the focal point of the pic.