
Subject: Original Nod Tiberium Harvester rendering
Posted by [Aircraftkiller](#) on Mon, 03 Mar 2003 23:15:16 GMT
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Need opinions on it...

[/img]

Subject: Original Nod Tiberium Harvester rendering
Posted by [Ultron10](#) on Mon, 03 Mar 2003 23:18:12 GMT
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Looks nice, better than the current one.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Try_lee](#) on Mon, 03 Mar 2003 23:28:58 GMT
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Almost reminds me of the introduction to TD.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Vegito](#) on Mon, 03 Mar 2003 23:32:09 GMT
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Looks ok I guess.

I like how you took the time to write your name on it. But you couldnt have shrunk the picture down a bit. Cause after all Im sure we needed to see it at 1100 by 700 pixels. :rolleyes:

Subject: Original Nod Tiberium Harvester rendering
Posted by [Griever92](#) on Mon, 03 Mar 2003 23:33:16 GMT
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definetly better than the one put into the game

Subject: Original Nod Tiberium Harvester rendering
Posted by [lmdgr8one](#) on Tue, 04 Mar 2003 00:12:51 GMT
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What everyon else said

17'5 73h 0wn4g3!

Subject: Original Nod Tiberium Harvester rendering
Posted by [scrinstorm](#) on Tue, 04 Mar 2003 00:29:16 GMT
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Ditto.

Subject: Original Nod Tiberium Harvester rendering
Posted by [NeoSaber](#) on Tue, 04 Mar 2003 00:29:52 GMT
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The detail on the front of it is good, but the edges of the wheel seem to be larger than the wheel itself. Is that intentional?

It's hard to give an opinion because the angle of the image prevents me from seeing the entire harvester. From what I can see it has great detail. The back could look like crap though, I can't tell from that image.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Aircraftkiller](#) on Tue, 04 Mar 2003 00:55:36 GMT
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It isn't meant to be a side view render. Don't you remember the first video of Tiberian Dawn???

Subject: Original Nod Tiberium Harvester rendering
Posted by [gendres](#) on Tue, 04 Mar 2003 01:05:39 GMT
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Very nice indeed

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 01:10:11 GMT
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Very very nice the texture makes it look all rusty and work out...

The wheels seem to wide though.

-Sk8rRIMuk

Subject: Original Nod Tiberium Harvester rendering
Posted by [Aircraftkiller](#) on Tue, 04 Mar 2003 01:56:07 GMT
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Subject: Original Nod Tiberium Harvester rendering
Posted by [C4miner](#) on Tue, 04 Mar 2003 02:04:39 GMT
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It really could use a good paint-job and a wash.

Subject: Original Nod Tiberium Harvester rendering
Posted by [NeoSaber](#) on Tue, 04 Mar 2003 02:18:22 GMT
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Aircraftkiller! It isn't meant to be a side view render. Don't you remember the first video of Tiberian Dawn???

I'm not feeling well, my memory gets bad when I have a pounding headache.

It does look good though. Of course that might just be the flu talking...

Subject: Original Nod Tiberium Harvester rendering
Posted by [Gus](#) on Tue, 04 Mar 2003 03:12:41 GMT
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Better than current one by far!

Subject: Original Nod Tiberium Harvester rendering
Posted by [jraptor9](#) on Tue, 04 Mar 2003 05:45:11 GMT
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much more like the original then the renegade one.

Subject: Original Nod Tiberium Harvester rendering
Posted by [cheeta30](#) on Tue, 04 Mar 2003 06:33:26 GMT
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it definitely looks better than the one in renegade :rolleyes:

Subject: Original Nod Tiberium Harvester rendering
Posted by [Xtrm2Matt](#) on Tue, 04 Mar 2003 07:52:35 GMT
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They should have put that one in the game :rolleyes:

Subject: Original Nod Tiberium Harvester rendering
Posted by [snipefrag](#) on Tue, 04 Mar 2003 08:06:22 GMT
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Looks good but the wheels look quite strange, it might just take a bit of getting used to tho

Subject: Original Nod Tiberium Harvester rendering
Posted by [Scythar](#) on Tue, 04 Mar 2003 14:34:34 GMT
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Wow, definety supreme to the current harvester.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sir Phoenixx](#) on Tue, 04 Mar 2003 15:47:39 GMT
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Awesome... Looks almost like the scene from TD, except that it was gold instead of red.

Subject: Original Nod Tiberium Harvester rendering
Posted by [PiMuRho](#) on Tue, 04 Mar 2003 15:51:21 GMT
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I like it, except the ladder looks oddly textured, and the wheel rims are definitely bigger than the wheels.

Subject: Original Nod Tiberium Harvester rendering
Posted by [General Havoc](#) on Tue, 04 Mar 2003 17:06:26 GMT
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Yeah i agree the ladder looks like it was added after and looks out of place. If it was textured differently it might look more in place. But the ladder does catch you atention and makes it look not part of the harvester. But appart from that it could be a good harvester. Also it would be good to see a harvester that actually "harvests" if i rember correctly the claws on the fron moved to gather the harvester. I'm not sure if it would have the same problems as the Reborn team if this was done though, about the looping animations not stopping. But a script i would have thought

could solve this if it's possible to trigger an animation on a zone entry and stop it on a zone exit.

BTW Blazer did say about the images, resize them or link externally. I think Blazer was including you too. I know there good pictures but scrolling half a page even at 1280*1024 is annoying.
Thanks

Subject: Original Nod Tiberium Harvester rendering
Posted by [Demolition man](#) on Tue, 04 Mar 2003 18:30:42 GMT
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Subject: Original Nod Tiberium Harvester rendering
Posted by [snipefrag](#) on Tue, 04 Mar 2003 19:09:22 GMT
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I remember that !!!!!!! lol

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sir Phoenixx](#) on Tue, 04 Mar 2003 22:45:24 GMT
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Should the ladder be there? It's not on the TD one...

(and is it just me, or is the tiberium in your screenshot alot thinner and longer than the TD tiberium?)

Subject: Original Nod Tiberium Harvester rendering
Posted by [XdFrAgAX](#) on Tue, 04 Mar 2003 23:06:34 GMT
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at the front it kinda looks like the nod APC , Well It looks better than the current one

Subject: Original Nod Tiberium Harvester rendering
Posted by [Mobius](#) on Wed, 05 Mar 2003 08:08:14 GMT
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The original as most of you would know didn't just back up into the refinery but its back attached to it. Thats why you will notice slight differences between the cut scene. This is one of the models released to aircraftkiller, it does look great in my opinion.

Subject: Original Nod Tiberium Harvester rendering
Posted by [LTKirovy](#) on Wed, 05 Mar 2003 18:34:56 GMT
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It looks I hate that msson you took a picture of mob

Subject: Original Nod Tiberium Harvester rendering
Posted by [PiMuRho](#) on Wed, 05 Mar 2003 19:52:20 GMT
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That's the best mission!

I remember that one from the demo (my laptop had no CD drive, so it was all I could get on it for train journeys). Trying over and over again to do that mission, and the one where you have to defend Mobius and the Tiberium village against Nod. Except you fail the mission if a certain mount of civilians die, including from Tiberium poisoning. Took me ages to work that out

If I remember correctly, it was that commando mission that partially inspired Renegade in the first place. One of the missions originally planned for Renegade was that one. Imagine that from a first-person perspective

Subject: Original Nod Tiberium Harvester rendering
Posted by [Phobia](#) on Sat, 08 Mar 2003 01:52:19 GMT
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Quote:...Imagine that from a first-person perspective...
ummm which one is that mission?

Subject: Original Nod Tiberium Harvester rendering
Posted by [PiMuRho](#) on Sat, 08 Mar 2003 08:16:17 GMT
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Mission 6, I believe. The on e where you've just got a lone commando, and you have to destroy a building in the Nod base.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Griever92](#) on Sat, 08 Mar 2003 22:52:24 GMT
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PiMuRhoThat's the best mission!...

I'll agree with you there

Subject: Original Nod Tiberium Harvester rendering
Posted by [Griever92](#) on Sat, 08 Mar 2003 22:53:40 GMT
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PiMuRhoMission 6, I believe. The one where you've just got a lone commando, and you have to destroy a building in the Nod base.

If i remember right, it was the Airstrip you had to take out.... hmmm, the good old days of TD...

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sir Phoenixx](#) on Sat, 08 Mar 2003 23:36:09 GMT
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Griever92PiMuRhoMission 6, I believe. The one where you've just got a lone commando, and you have to destroy a building in the Nod base.

If i remember right, it was the Airstrip you had to take out.... hmmm, the good old days of TD...

Actually, it never specified a building that you had to take out, it just said something like "Ok you have ... out the in the nod base blah blah kick some etc. "

You won the mission if you destroyed any building, the movie for the next mission was like "Hey, I thought i said to destroy the whole base, there must have been a miscommunication, oh well, we're sending in some forces in the area etc. etc."

I just went in and destroyed the first building there, which happened to be a power plant.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Griever92](#) on Sun, 09 Mar 2003 02:40:24 GMT
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Sir PhoenixxGriever92PiMuRhoMission 6, I believe. The one where you've just got a lone commando, and you have to destroy a building in the Nod base.

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I just went in and destroyed the first building there, which happened to be a power plant.

ok, now I know that I don't have to go to the back of the base everytime i do that mission, thanx.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Yano](#) on Sun, 09 Mar 2003 02:48:11 GMT
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Looks Great

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sir Phoenixx](#) on Sun, 09 Mar 2003 03:33:01 GMT
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lol... How'd you get in the back of the base?

Subject: Original Nod Tiberium Harvester rendering
Posted by [Griever92](#) on Sun, 09 Mar 2003 04:54:04 GMT
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Sir Phoenixxlol... How'd you get in the back of the base?

Take out minigunners, get in chinook, wait for Nod buggy to make its rounds, make my way up the trail, enter through gate at back of base, plant :bomb: at Airstrip and take out a few more Flame troopers.

Subject: Original Nod Tiberium Harvester rendering
Posted by [forsaken](#) on Sun, 09 Mar 2003 07:22:52 GMT
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lol it would funny if you could climb the ladder.

Subject: Original Nod Tiberium Harvester rendering
Posted by [Halo38](#) on Sun, 09 Mar 2003 09:36:52 GMT
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Nice but.....

Quote:Images are allowed, but please remember that not everyone is running at 1280x1024 resolution

Please try to remember that images larger than the users browser will "stretch" the entire forum tables out, so either resize your images before posting them, or upload them to the n00bstories.com Image uploader so that the users can view them in a seperate window (also this will keep the forum from running slow because of serving many inline images).

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 10:49:12 GMT
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Halo38Nice but.....

Quote:Images are allowed, but please remember that not everyone is running at 1280x1024 resolution

Please try to remember that images larger than the users browser will "stretch" the entire forum tables out, so either resize your images before posting them, or upload them to the n00bstories.com Image uploader so that the users can view them in a seperate window (also this will keep the forum from running slow because of serving many inline images).

I agree should have toned it down a little and added a link so you could make it bigger n another browser...

I am running at 1280x1024 anyway.

-Sk8rRIMuk

Subject: Original Nod Tiberium Harvester rendering
Posted by [Sir Phoenixx](#) on Sun, 09 Mar 2003 13:00:54 GMT
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I'm using 1024x768 and those were too large for mine...

Subject: Original Nod Tiberium Harvester rendering
Posted by [Deactivated](#) on Sun, 02 May 2004 10:43:18 GMT
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Sir PhoenixxShould the ladder be there? It's not on the TD one...

It's the for logical reasons.

How you are going to get in the vehicle when it's tall and it doesn't have anything to climb on?

Subject: Original Nod Tiberium Harvester rendering
Posted by [Creed3020](#) on Mon, 03 May 2004 02:59:23 GMT
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Wow there are some oldies in here I see, that have not posted or been around here for a while.

Otherwise I can't see the photos as they are just appearing the usual white box red x problem. Did you change the hosting location?

Subject: Original Nod Tiberium Harvester rendering
Posted by [Hydra](#) on Mon, 03 May 2004 04:26:18 GMT
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/me beats SeaMan with a bat for reviving a year-old topic <_<.

Subject: Original Nod Tiberium Harvester rendering
Posted by [cowmisfit](#) on Mon, 03 May 2004 10:48:10 GMT
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A red x would look great bouncing around in renalert maps would'nt it??
