Subject: 'Tiberium' First Person Shooter Features
Posted by Scrin on Fri, 17 Apr 2009 06:02:08 GMT

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here you can see head up display and mainframe terminal from canceled game by maggots from EA!!
(p.s. i can restore that as hud_main.dds)
but good job to all creators of that models and textures

ok?

Toggle Spoiler

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by slosha on Fri, 17 Apr 2009 20:56:49 GMT

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seriously scrin what the fuck is ur problem? what's so hard about resizing them?

File Attachments
1) hudteo.jpg, downloaded 801 times

2) `mct.jpg`, downloaded 765 times

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by ErroR on Fri, 17 Apr 2009 21:33:43 GMT

for crying out loud. THE SIZE, IT HURTS !

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by JeepRubi on Fri, 17 Apr 2009 22:39:32 GMT

Why the hell did you resize the image twice it's origional size?

And I'm glad they canceled tiberium, it was going to turn out like crap, the art looks like a mediocre game 3 years ago.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by LiL KiLLa on Fri, 17 Apr 2009 22:52:36 GMT

store it on your desktop and watch it there in your normal size..

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by [NE]Fobby[GEN] on Fri, 17 Apr 2009 23:08:07 GMT

Quote:
And I'm glad they canceled tiberium, it was going to turn out like crap, the art looks like a mediocre game 3 years ago.

In terms of visuals, I agree, it doesn't meet the standards for a UE3 game set to come out during mid-to-end 2009 (which I believe was the planned release range).

No one will ever know for sure, but from the gameplay information released by EA about this game, I doubt I would have ever liked Tiberium.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Genesis2001 on Fri, 17 Apr 2009 23:42:04 GMT

ErroR wrote on Fri, 17 April 2009 14:33for crying out loud. THE SIZE, IT HURTS !

Yes, I have to scroll over three of my screens JUST TO HIT SUBMIT :@

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by R315r4z0r on Fri, 17 Apr 2009 23:46:35 GMT
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Tiberium was going to be an awesome game.. I'm still upset they cancelled it for a crap series like Medal of Honor..

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by u6795 on Sat, 18 Apr 2009 00:11:26 GMT
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R315r4z0r wrote on Fri, 17 April 2009 19:46Tiberium was going to be an awesome game.. I'm still upset they cancelled it for a crap series like Medal of Honor..
Funny how Tiberium was being made by the team that churned out most of the Medal of Honor games.

Those games were fucking awesome.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by R315r4z0r on Sat, 18 Apr 2009 01:11:46 GMT
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Face Palm.

OF COURSE IT WAS MADE BY THE SAME TEAM! That's why Tiberium was canceled in the first place!

The people working on Tiberium were MOVED to work on Medal of Honor instead. That's why EA said that Tiberium wasn't meeting standards, because no one was there to work on it.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by u6795 on Sat, 18 Apr 2009 01:46:11 GMT
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R315r4z0r wrote on Fri, 17 April 2009 21:11Face Palm.

OF COURSE IT WAS MADE BY THE SAME TEAM! That's why Tiberium was canceled in the first place!

The people working on Tiberium were MOVED to work on Medal of Honor instead. That's why EA said that Tiberium wasn't meeting standards, because no one was there to work on it.
Haven't heard about a new Medal of Honor in a while, and definitely never heard anything about movement. I read up a whole lot on the whole Tiberium thing, including that giant series of comments where it was basically the developers of the game arguing with people about why it

failed, and the general consensus seems to be that the team was disorganized, full of crackheads and the concept wasn't really working out that well.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Altzan on Sat, 18 Apr 2009 01:50:46 GMT
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R315r4z0r wrote on Fri, 17 April 2009 18:46Tiberium was going to be an awesome game.. I'm still upset they cancelled it for a crap series like Medal of Honor..

i'm not familiar with MoH, but I probably would have liked this game...
Too bad it's cancelled

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Account on Sat, 18 Apr 2009 03:27:24 GMT
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i dont resize it, its original size (all what i can do its low the ressolution)

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Goztow on Sat, 18 Apr 2009 08:32:14 GMT
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TexCore wrote on Sat, 18 April 2009 05:27i dont resize it, its original size (all what i can do its low the ressolution)
Imageshack, which u used, has a thumbnail option. Plz use it in the future . I spoilered your pic's now.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Speedy059 on Sat, 18 Apr 2009 09:41:51 GMT
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By the looks of it, that game wouldn't have a standing chance against the current multiplayer games. The graphics look horrible and out dated. It was a good idea for them to cut their loses...although I do hope they give it a second chance and make another FPS like Renegade..

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Account on Sat, 18 Apr 2009 09:50:01 GMT
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Speedy059 wrote on Sat, 18 April 2009 05:41although I do hope they give it a second chance and make another FPS like Renegade..
true

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by mrÃ£Ã§Ä·z on Sat, 18 Apr 2009 13:18:03 GMT
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Renegade X gave a Chance.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Account on Sat, 18 Apr 2009 13:24:15 GMT
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player squad unit 0/0
alien squad unit 0/0

this is some sort of online mutliplayer battle??

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by slosha on Sat, 18 Apr 2009 20:08:13 GMT
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i resized them for everyone since scrin obviously can't figure it out for himself.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by [NE]Fobby[GEN] on Sat, 18 Apr 2009 20:19:48 GMT
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Speedy059 wrote on Sat, 18 April 2009 05:41By the looks of it, that game wouldn't have a standing chance against the current multiplayer games. The graphics look horrible and out dated. It was a good idea for them to cut their loses...although I do hope they give it a second chance and make another FPS like Renegade..

I think what I disliked most about the team working on 'Tiberium' was their attitude towards C&C Renegade. In an online interview they said that Renegade's C&C mode did not reflect that of a real C&C game, and that Tiberium would "fix" that. From the information released, Tiberium's multiplayer sounded a lot like Battlefield's "conquest" mode except with bots you can command, and the mode was numerously compared to the Battlefield and Rainbow Six series.

I'm not saying it would have been a bad game, because no one can make that claim as the game was not released. But, on a personal level, I probably would not have played it.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Ma1kel on Sat, 18 Apr 2009 21:48:28 GMT
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hes russian

hes too genetically inferior to understand that one can resize images and link to the bigger sized
ones and that people might want to not have a gigantic sized image.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by AngeLFaN on Sat, 18 Apr 2009 21:51:15 GMT
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Ma1kel wrote on Sat, 18 April 2009 14:48hes russian

hes too genetically inferior to understand that one can resize images and link to the bigger sized
ones and that people might want to not have a gigantic sized image.

Be careful. Don't make him mad. He'll declare war on you.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by R315r4z0r on Sat, 18 Apr 2009 23:07:30 GMT
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u6795 wrote on Fri, 17 April 2009 21:46Haven't heard about a new Medal of Honor in a while, and
definitely never heard anything about movement. I read up a whole lot on the whole Tiberium
thing, including that giant series of comments where it was basically the developers of the game
arguing with people about why it failed, and the general consensus seems to be that the team was
disorganized, full of crackheads and the concept wasn't really working out that well.
Some of the more devoted Senior devs blogged about it.

The team itself wasn't disorganized. They were pretty competent as far as process and
organization goes. The problem lied within the management. Ignorant to the C&C lore, they
believed that a new series/game project wouldn't earn as much money as the well known Medal of
Honor. They slowly started to move the Senior devs over to work on MoH and hired on more
Juniors to take their place.

Over the course of time, they slowly removed the junior devs few at a time until there was no work
horse pulling the project along. It was just becoming wasted resources and nothing was being
made. Hence EA's excuse that the resources were being poorly managed and the game wasn't
meeting standards. And as such, the development was discontinued.

Unfortunately I don't remember where I read about it so I don't have a link you can check.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by ErroR on Mon, 20 Apr 2009 13:06:59 GMT
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i think ren x should be canceled

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by Havoc 89 on Mon, 20 Apr 2009 20:44:57 GMT
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Ewww, those graphics actually look worst then renegade. I didnt think that was possible.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by [NE]Fobby[GEN] on Mon, 20 Apr 2009 20:57:44 GMT
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ErroR wrote on Mon, 20 April 2009 09:06i think ren x should be canceled

Comments like these aren't necessary. If you don't like our mod, then don't play it; it's as simple as that.

Quote:Ewww, those graphics actually look worst then renegade. I didnt think that was possible.

In many cases, yes, C&C Renegade and other W3D mods (like Reborn, for example) looked better than Tiberium. Granted Tiberium wasn't done, but it was two years of development and looked sub par.

The Unreal Engine 3 could handle a lot more.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by ErroR on Mon, 20 Apr 2009 20:58:47 GMT
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meh, it was a joke i fully support ren x (altho my pc sucks to much to run it (maybe))

Subject: Re: 'Tiberium' First Person Shooter Features

Posted by R315r4z0r on Mon, 20 Apr 2009 21:24:01 GMT

I think the graphics look excellent. The textures could use better resolutions, but other than that I think it looked really cool..

And that's coming from someone who plays Crysis on a daily basis.

Edit: The original screenshots in the first post look like they were taken from a very low resolution. 800x600? I mean look how big the HUD is compared to other screenshots not to mention how pixilated it looks and how it requires a lot of antialiasing.

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by marcin205 on Fri, 22 May 2009 20:30:48 GMT

Niko "The Lay" wrote on Fri, 17 April 2009 07:02here you can see head up display and mainframe terminal from canceled game by maggots from EA!!
(p.s. i can restore that as hud_main.dds)
but good job to all creators of that models and textures

Sure you can   but some guys are think this hud was ugly

Subject: Re: 'Tiberium' First Person Shooter Features
Posted by zeratul on Sat, 23 May 2009 01:37:26 GMT

man the game was cancelled