
Subject: Mammoth Tank

Posted by [Killa](#) on Mon, 11 May 2009 19:39:53 GMT

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

File Attachments

1) [renx_ren3.jpg](#), downloaded 1563 times

RENEGADE X



2) [renx_ren2.jpg](#), downloaded 1562 times

RENEGADE X



3) [renx_ren.jpg](#), downloaded 1511 times

RENEGADE X



Subject: Re: Mammoth Tank
Posted by [LiL KiLLa](#) on Mon, 11 May 2009 19:43:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

you are the wrong killa

Subject: Re: Mammoth Tank
Posted by [Killa](#) on Mon, 11 May 2009 19:53:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

im the wrong killa?

Subject: Re: Mammoth Tank
Posted by [ErroR](#) on Mon, 11 May 2009 19:56:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

he was Kilaaaaa before anyway normal ren background looks shitty

Subject: Re: Mammoth Tank
Posted by [Killa](#) on Mon, 11 May 2009 19:59:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

we ported our mammy into ren to see what would happen, the mammy has more polys then every map, kinda sad and funny at the same time!

surprised it actually handles it very well

Subject: Re: Mammoth Tank
Posted by [ErroR](#) on Mon, 11 May 2009 20:00:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killa wrote on Mon, 11 May 2009 22:59we ported our mammy into ren to see what would happen, the mammy has more polys then every map, kinda sad and funny at the same time!

surprised it actually handles it very well
so it's not FOTOESHOPD

Subject: Re: Mammoth Tank
Posted by [Scrin](#) on Mon, 11 May 2009 20:02:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'm blind, can you post normal renegade screenshot with that mammoth tank... deal?
and you didn't tell me before what you are in renegade-x team O_0

Subject: Re: Mammoth Tank
Posted by [Killa](#) on Mon, 11 May 2009 21:59:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey ill post up another pic in a few, Im a modeler and texture artist for the team, along with the web designer.

Subject: Re: Mammoth Tank
Posted by [Canadacdn](#) on Mon, 11 May 2009 23:57:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even with all those polygons, it's still no match for my rail gun!

Subject: Re: Mammoth Tank
Posted by [DutchNeon](#) on Tue, 12 May 2009 00:19:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killa wrote on Mon, 11 May 2009 21:59we ported our mammy into ren to see what would happen, the mammy has more polys then every map, kinda sad and funny at the same time!

surprised it actually handles it very well

Wow, serious?

Combined (all the maps) or seperate (each map)?

Subject: Re: Mammoth Tank
Posted by [Genesis2001](#) on Tue, 12 May 2009 00:28:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your images are f*cking huge. Consider resizing. =/

Subject: Re: Mammoth Tank
Posted by [Killa](#) on Tue, 12 May 2009 01:44:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry forgot some people dont have 25" monitors and there are more polys then each map...

separately! but then again our maps are roughly 50K - 1 million polys, so all the renegade maps, characters, and vehicles combined.... x 10!

Subject: Re: Mammoth Tank
Posted by [cAmpa](#) on Tue, 12 May 2009 01:51:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

The model is awesome, but i'm missing the GDI logo and the typical GDI yellow colour.

Subject: Re: Mammoth Tank
Posted by [Reaver11](#) on Tue, 12 May 2009 07:49:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Way too big images. Also why is the rest all blurred out?

Subject: Re: Mammoth Tank
Posted by [Scrin](#) on Tue, 12 May 2009 15:37:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Tue, 12 May 2009 02:49Way too big images. Also why is the rest all blurred out?

lol,no idea

Subject: Re: Mammoth Tank
Posted by [JeepRubi](#) on Tue, 12 May 2009 15:58:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Better pic?

The original mammoth tank is 990 tirangles.
Volcano including buildings, is 7,367 triangles.
This mammoth tank is 14,783 triangles.

Most renegade assets use a 256x256 texture.
The largest renegade texture is 512x512.
This mammoth tank uses 6 2048x2048 textures. (2 diffuse, 2 normal, and 2 specular)

File Attachments

1) [mammy.jpg](#), downloaded 1760 times



Mammoth Tank

MARTIN-PC

NW

100

100

Subject: Re: Mammoth Tank
Posted by [futura83](#) on Tue, 12 May 2009 15:58:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killa wrote on Tue, 12 May 2009 02:44: sorry forgot some people dont have 25" monitors and there are more polys then each map... separately! but then again our maps are roughly 50K - 1 million polys, so all the renegade maps, characters, and vehicles combined.... x 10!

Use the [spoiler] tags on each image so that at least it doesn't affect the page for those with smaller monitors.

Subject: Re: Mammoth Tank
Posted by [Scrin](#) on Tue, 12 May 2009 16:10:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

JeepRubi wrote on Tue, 12 May 2009 10:58: Better pic?

The original mammoth tank is 990 triangles.
Volcano including buildings, is 7,367 triangles.
This mammoth tank is 14,783 triangles.

Most renegade assets use a 256x256 texture.
The largest renegade texture is 512x512.
This mammoth tank uses 6 2048x2048 textures. (2 diffuse, 2 normal, and 2 specular)

you are marty's fan?

Subject: Re: Mammoth Tank
Posted by [LiL KiLLa](#) on Tue, 12 May 2009 16:36:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice mammy... release it for ren community

Subject: Re: Mammoth Tank
Posted by [JeepRubi](#) on Tue, 12 May 2009 16:36:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

who's marty?

Subject: Re: Mammoth Tank
Posted by [LiL KiLLa](#) on Tue, 12 May 2009 16:51:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

martin = madrackz

madrackz use the name MARTIN-PC on his ren pics

Subject: Re: Mammoth Tank
Posted by [ErroR](#) on Tue, 12 May 2009 16:57:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

RUSSAKii_NA_WSEGDA wrote on Tue, 12 May 2009 19:51martin = madrackz

madrackz use the name MARTIN-PC on his ren pics
um, no, he'd have DA BLEWM

Subject: Re: Mammoth Tank
Posted by [mr£\\$Ä-z](#) on Tue, 12 May 2009 17:34:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

What the Fucking Hell?

Subject: Re: Mammoth Tank
Posted by [ErroR](#) on Tue, 12 May 2009 17:39:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have been set up. the one who did it is here, among one of us, but who? this is the question. Time to investigate.

TEH JEEP GUY DID IT!

Subject: Re: Mammoth Tank
Posted by [mr£\\$Ä-z](#) on Tue, 12 May 2009 17:40:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for posting my Mammoth Tank skin, JeepNoobie

Subject: Re: Mammoth Tank
Posted by [Scrin](#) on Tue, 12 May 2009 17:42:50 GMT

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

madrackz wrote on Tue, 12 May 2009 12:40 Thanks for posting my Mammoth Tank skin, JeepNoobie
muahhahaaa burn him!1

Subject: Re: Mammoth Tank
Posted by [Dreganius](#) on Wed, 13 May 2009 04:06:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

RUSSAKii_NA_WSEGDA wrote on Wed, 13 May 2009 02:36 nice mammy... release it for ren community

I second this motion!

Subject: Re: Mammoth Tank
Posted by [Killa](#) on Wed, 13 May 2009 18:18:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

not releasing, RenX devs only and jeepRubi modeled, textured, and rigged it into ren

Subject: Re: Mammoth Tank
Posted by [slosha](#) on Thu, 14 May 2009 02:55:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killa wrote on Wed, 13 May 2009 13:18 not releasing, RenX devs only and jeepRubi modeled, textured, and rigged it into ren
then please, don't show us...

Subject: Re: Mammoth Tank
Posted by [Starbuzzz](#) on Thu, 14 May 2009 03:36:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killa wrote on Wed, 13 May 2009 13:18 not releasing, RenX devs only and jeepRubi modeled, textured, and rigged it into ren

I respectfully request a short video.

Subject: Re: Mammoth Tank

Posted by [Reaver11](#) on Thu, 14 May 2009 07:48:15 GMT

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

Posting this is a bad move. Not because of it being a show of but knowing the fact that RenX stuff can be used in renegade lateron... (And I dont think that is what RenX is aiming for)

Good job.

Subject: Re: Mammoth Tank

Posted by [JeepRubi](#) on Thu, 14 May 2009 16:14:57 GMT

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

madrackz wrote on Tue, 12 May 2009 12:40Thanks for posting my Mammoth Tank skin, JeepNoobie

I made the thing, don't even try to claim it as yours. Martin-PC is what my computer uses for LAN too, because I guess we both have our computers named Martin.

Subject: Re: Mammoth Tank

Posted by [Scrin](#) on Thu, 14 May 2009 16:16:31 GMT

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

JeepRubi wrote on Thu, 14 May 2009 11:14madrackz wrote on Tue, 12 May 2009 12:40Thanks for posting my Mammoth Tank skin, JeepNoobie

I made the thing, don't even try to claim it as yours. Martin-PC is what my computer uses for LAN too, because I guess we both have our computers named Martin.

just check out all Rackzy's screenshots from lan games

btw, im gona post my mammoth tank here! just need to finish the ren conversion

Subject: Re: Mammoth Tank

Posted by [LiL KiLLa](#) on Thu, 14 May 2009 17:49:36 GMT

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

Niko "The Lay" wrote on Thu, 14 May 2009 18:16JeepRubi wrote on Thu, 14 May 2009 11:14madrackz wrote on Tue, 12 May 2009 12:40Thanks for posting my Mammoth Tank skin, JeepNoobie

I made the thing, don't even try to claim it as yours. Martin-PC is what my computer uses for LAN too, because I guess we both have our computers named Martin.

just check out all Rackzy's screenshots from lan games

btw, im gona post my mammoth tank here! just need to finish the ren conversion

orlly? greatZful
