
Subject: Comment on Buggy

Posted by [zeratul](#) on Fri, 29 May 2009 21:03:23 GMT

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

This is the one nod vehicle ive made so far that i feel i put the most detail in well excapt the harvy... comment

File Attachments

1) [Buggy1.png](#), downloaded 373 times



2) [Buggy2.png](#), downloaded 323 times



3) [Buggy3.png](#), downloaded 299 times



4) [Buggy4.png](#), downloaded 310 times



Team	Score
0 GDI	0
1 Nod	0

Player	Score
1. Renegade	0

5) [Buggy 5.png](#), downloaded 320 times



Subject: Re: Comment on Buggy

Posted by [u6795](#) on Fri, 29 May 2009 22:08:52 GMT

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

I'm sorry but I am SO FUCKING TIRED of this 'style.'

Any third grade kid with a ten minute attention span can churn out one of these in MS Paint. Please stop making these.

It'd be much better if you'd try to learn more advanced techniques and create better work, not simply using the well-worn "TRON" title to pass off a 30 second paint job as a production.

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Fri, 29 May 2009 22:11:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

ive been experimenting with different styles so far i have come up with a few... but am still workin on them

Subject: Re: Comment on Buggy
Posted by [Altzan](#) on Sat, 30 May 2009 00:14:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you want to make them, make them. Perhaps finish the set and try something harder later.

I like this one as well.

Suggestion. Take some time and post them all at once, instead of one at a time.

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Sat, 30 May 2009 01:57:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh dont worry i am goin to finish the set and release for everyone

Subject: Re: Comment on Buggy
Posted by [Altzan](#) on Sat, 30 May 2009 05:26:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just wait until the pack is finished before releasing or you might get lynched

Subject: Re: Comment on Buggy
Posted by [CarrierII](#) on Sat, 30 May 2009 07:49:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

And try using the right subforum! That's the second topic of yours I've moved in about two minutes!

Subject: Re: Comment on Buggy
Posted by [Xena](#) on Sat, 30 May 2009 08:43:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

u6795 wrote on Fri, 29 May 2009 17:08I'm sorry but I am SO FUCKING TIRED of this 'style.'

Any third grade kid with a ten minute attention span can churn out one of these in MS Paint.
Please stop making these.

It'd be much better if you'd try to learn more advanced techniques and create better work, not simply using the well-worn "TRON" title to pass off a 30 second paint job as a production.
agreed

Subject: Re: Comment on Buggy
Posted by [ErroR](#) on Sat, 30 May 2009 09:57:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xena wrote on Sat, 30 May 2009 11:43u6795 wrote on Fri, 29 May 2009 17:08I'm sorry but I am
SO FUCKING TIRED of this 'style.'

Any third grade kid with a ten minute attention span can churn out one of these in MS Paint.
Please stop making these.

It'd be much better if you'd try to learn more advanced techniques and create better work, not simply using the well-worn "TRON" title to pass off a 30 second paint job as a production.
agreed
yeah

Subject: Re: Comment on Buggy
Posted by [JsxKeule](#) on Sat, 30 May 2009 13:32:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sat, 30 May 2009 11:57Xena wrote on Sat, 30 May 2009 11:43u6795 wrote on
Fri, 29 May 2009 17:08I'm sorry but I am SO FUCKING TIRED of this 'style.'

Any third grade kid with a ten minute attention span can churn out one of these in MS Paint.
Please stop making these.

It'd be much better if you'd try to learn more advanced techniques and create better work, not simply using the well-worn "TRON" title to pass off a 30 second paint job as a production.
agreed
yeah

yes tron is boring try something new
like tribal or graffitti or any new style like medieval renegade ^^

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Sat, 30 May 2009 14:00:57 GMT

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

CarrierII wrote on Sat, 30 May 2009 02:49 And try using the right subforum! That's the second topic of yours I've moved in about two minutes!
yea sorry about that i was rushing to get things done being tired and all

Subject: Re: Comment on Buggy
Posted by [Rolandvz](#) on Mon, 01 Jun 2009 22:25:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

This looks cool to me. I wish I knew how to make something like this. Where can I download this?

Subject: Re: Comment on Buggy
Posted by [LeeumDee](#) on Tue, 02 Jun 2009 00:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zeratul released some I think.

Yup!

In the mod release section.
here: <http://www.renegadeforums.com/index.php?t=msg&th=33434&start=0&rid=2> 3561

Subject: Re: Comment on Buggy
Posted by [Goztow](#) on Tue, 02 Jun 2009 06:41:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hint: when it doesn't look like a vehicle, you're probably not doing a great job.

Subject: Re: Comment on Buggy
Posted by [RMCool13](#) on Tue, 02 Jun 2009 07:54:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Tue, 02 June 2009 01:41 Hint: when it doesn't look like a vehicle, you're probably not doing a great job.

(cough) opinion (cough)

Subject: Re: Comment on Buggy

Posted by [Scrin](#) on Tue, 02 Jun 2009 07:59:25 GMT

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

RMCool13 wrote on Tue, 02 June 2009 02:54Goztow wrote on Tue, 02 June 2009 01:41Hint:
when it doesn't look like a vehicle, you're probably not doing a great job.

(cough) opinion (cough)
(RMCool13) ... (RMCool13)

Subject: Re: Comment on Buggy

Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 11:17:23 GMT

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

yes i have to agree with them.

We miss alot of good looking realistic skins

Subject: Re: Comment on Buggy

Posted by [JsxKeule](#) on Sun, 07 Jun 2009 11:29:43 GMT

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

maybe you can try something like this

File Attachments

1) [apc.JPG](#), downloaded 584 times



⊗ Armored Personnel Car

NE

200

100

Credits: 97749

Time Remaining

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Sun, 07 Jun 2009 21:19:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't like people suggesting me things... please don't cause that just makes it harder to come up with something

Subject: Re: Comment on Buggy
Posted by [LeeumDee](#) on Sun, 07 Jun 2009 22:54:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Sun, 07 June 2009 07:29 maybe you can try something like this

-img-

So instead of just taking a screenshot of the APC to show zeratul an example. You purchase a sniper and park it in view of the barracks. Which both (by some CRAAAZZZY coincidence) happen to have custom models.....presumably made by you, presumably that you wont release.

If you want to whore skins/models that you don't intend to release, or simply just want comments on /posts from people regarding "omg! I want that!" Go to the mod forum.... You do this an awful lot I've noticed.

Subject: Re: Comment on Buggy
Posted by [JsxKeule](#) on Mon, 08 Jun 2009 13:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i just wanted to show him a example what he can make cause its gay to describe the apc and why i make it alot show (show skins or models so that everyone spams that he want to have) look at scrin he makes that often but i just showed a normal example and i would release the stuff from the pic but the problem is :
is sit some time on (1 hour)
i release it and then there are still bad comments about it so why i should release it and hear those bad comments from guys (dont want to say names) that cant make anything with skinning or modeling...
