
Subject: Need inspiration for new interior models!
Posted by [Di3HardNL](#) on Sat, 05 Sep 2009 14:05:26 GMT
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I need suggestions, I want to make new interiors for GDI which all fit the same style.

Some good idea's are welcome

Subject: Re: Need inspiration for new interior models!
Posted by [LeeumDee](#) on Sat, 05 Sep 2009 14:11:14 GMT
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I think some serious ones would be nice, less EPIC FAIL images and such. But I have mentioned this before

Subject: Re: Need inspiration for new interior models!
Posted by [Dreganius](#) on Sat, 05 Sep 2009 14:48:36 GMT
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Subject: Re: Need inspiration for new interior models!
Posted by [ErroR](#) on Sat, 05 Sep 2009 14:49:30 GMT
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Dreganius wrote on Sat, 05 September 2009 17:48
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C&C3
cnc3?

Subject: Re: Need inspiration for new interior models!

Posted by [IAmFenix](#) on Sat, 05 Sep 2009 14:58:57 GMT

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Dreganius wrote on Sat, 05 September 2009 17:48

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QFT

Actually, if you made C&C 3 interiors Di3, I'd have a hard time deciding to use the ones I already use or your C&C 3 interiors.

Subject: Re: Need inspiration for new interior models!

Posted by [wubwub](#) on Sat, 05 Sep 2009 16:15:00 GMT

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EDIT*: I mis read first post =/

How about what keule said, Medieval themed

Subject: Re: Need inspiration for new interior models!

Posted by [JsxKeule](#) on Sat, 05 Sep 2009 16:16:53 GMT

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you are the man for ice interiors wub

i always thought of a medieval renegade with towers and castles and cool swords as weapon...
but that could be hard

Subject: Re: Need inspiration for new interior models!

Posted by [Stefan](#) on Sat, 05 Sep 2009 16:26:39 GMT

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PP interior tbh.

Subject: Re: Need inspiration for new interior models!

Posted by [Altzan](#) on Sat, 05 Sep 2009 17:52:34 GMT

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I still vote for an awesome haunted tunnel theme.
That spam forum thread proves how awesome it could be

Subject: Re: Need inspiration for new interior models!
Posted by [Di3HardNL](#) on Sat, 05 Sep 2009 18:10:20 GMT
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I was going for the medieval theme a while back, I had this as exterior for AGT and Bar
But could someone find some images of CNC3 building interiors? Then I can get some idea's.

Subject: Re: Need inspiration for new interior models!
Posted by [Xena](#) on Sat, 05 Sep 2009 18:46:23 GMT
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modern style

orrr

miley cyrus fan buildings :3

Subject: Re: Need inspiration for new interior models!
Posted by [DeathC200](#) on Sat, 05 Sep 2009 20:27:59 GMT
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those would have been so tight man i like your medieval style di3

Subject: Re: Need inspiration for new interior models!
Posted by [JsxKeule](#) on Sat, 05 Sep 2009 20:53:13 GMT
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yes its nice
but a bit disadvantage or??

Subject: Re: Need inspiration for new interior models!
Posted by [ErroR](#) on Sat, 05 Sep 2009 21:18:09 GMT
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JsxKeule wrote on Sat, 05 September 2009 23:53yes its nice
but a bit disadvantage or??
buildings can't be disadvantage

Subject: Re: Need inspiration for new interior models!
Posted by [JsxKeule](#) on Sat, 05 Sep 2009 22:06:22 GMT
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for sure
when you would play with this medieval barracks online
and someone place a nuke on the top (flying map)
then you cant see the nuke

Subject: Re: Need inspiration for new interior models!
Posted by [Gen_Blacky](#) on Sat, 05 Sep 2009 22:34:31 GMT
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JsxKeule wrote on Sat, 05 September 2009 17:06for sure
when you would play with this medieval barracks online
and someone place a nuke on the top (flying map)
then you cant see the nuke

yep

Subject: Re: Need inspiration for new interior models!
Posted by [ErroR](#) on Sun, 06 Sep 2009 10:18:07 GMT
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hmm, didn't think of that, but that doesn't look flying

Subject: Re: Need inspiration for new interior models!
Posted by [Jeroenganges](#) on Sun, 06 Sep 2009 18:51:55 GMT
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Di3HardNL wrote on Sat, 05 September 2009 13:10But could someone find some images of
CNC3 building interiors? Then I can get some idea's.

http://3.bp.blogspot.com/_I2hLVafHiOc/RiuBmKspu8I/AAAAAAAAABw/bSuCDg6qPSs/s1600-h/fmv.jpg

<http://pcmedia.ign.com/pc/image/article/775/775282/cc-3-cast-and-characters-20070322054555768-000.jpg>

http://www.cnchq.de/images/content/cnchq_tiberium_wars_actors/kirce_james_acting.jpg

<http://pcmedia.ign.com/pc/image/article/777/777179/grace-park-au-qa--20070329085521225.jpg>

http://images.bit-tech.net/content_images/2007/04/command_conquer_3_tiberium_wars/lando.jpg

<http://pcmedia.ign.com/pc/image/article/775/775282/cc-3-cast-and-characters-20070322054555768-000.jpg>

Best I can find.

Subject: Re: Need inspiration for new interior models!
Posted by [slosha](#) on Sun, 06 Sep 2009 19:11:40 GMT
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i say resume the medieval theme

JsxKeule wrote on Sat, 05 September 2009 17:06 for sure
when you would play with this medieval barracks online
and someone place a nuke on the top (flying map)
then you cant see the nuke
not if it's only a replacement for a non-flying map

Subject: Re: Need inspiration for new interior models!
Posted by [_SSnipe_](#) on Sun, 06 Sep 2009 19:40:28 GMT
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Just improve the current ren models and textures, or something more futuristic

Subject: Re: Need inspiration for new interior models!
Posted by [crazfulla](#) on Sun, 06 Sep 2009 22:04:50 GMT
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Those C&C3 images are from the command headquarters, in the FMV sequences between levels, not the actual buildings. Perhaps the com centre could look like that, but IMO the GDI barracks, for example, would be vastly different.

Subject: Re: Need inspiration for new interior models!
Posted by [Jeroenganges](#) on Mon, 07 Sep 2009 13:00:54 GMT
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crazfulla wrote on Sun, 06 September 2009 17:04 Those C&C3 images are from the command headquarters, in the FMV sequences between levels, not the actual buildings. Perhaps the com centre could look like that, but IMO the GDI barracks, for example, would be vastly different.

But we don't have a clue how they look inside. My guess would be the same style actually.

Subject: Re: Need inspiration for new interior models!
Posted by [LeeumDee](#) on Mon, 07 Sep 2009 22:33:04 GMT
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SSnipe wrote on Sun, 06 September 2009 14:40 Just improve the current ren models and textures, or something more futuristic

Agreed, that's what I'd like to see.

Subject: Re: Need inspiration for new interior models!
Posted by [Gen_Blacky](#) on Tue, 08 Sep 2009 00:17:44 GMT
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LeeumDee wrote on Mon, 07 September 2009 17:33 SSnipe wrote on Sun, 06 September 2009 14:40 Just improve the current ren models and textures, or something more futuristic

Agreed, that's what I'd like to see.

Agreed

Subject: Re: Need inspiration for new interior models!
Posted by [Good-One-Driver](#) on Tue, 08 Sep 2009 00:27:31 GMT
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Gen_Blacky wrote on Mon, 07 September 2009 19:17 LeeumDee wrote on Mon, 07 September 2009 17:33 SSnipe wrote on Sun, 06 September 2009 14:40 Just improve the current ren models and textures, or something more futuristic

Agreed, that's what I'd like to see.

Agreed

naa make it medieval theme

Subject: Re: Need inspiration for new interior models!
Posted by [ChewML](#) on Tue, 08 Sep 2009 00:32:16 GMT
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Xena wrote on Sat, 05 September 2009 13:46miley cyrus fan buildings :3

Hell no! I see her face enough as it is, if people start putting her in their Ren...

Subject: Re: Need inspiration for new interior models!
Posted by [R315r4z0r](#) on Tue, 08 Sep 2009 01:50:55 GMT
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Halo.

Subject: Re: Need inspiration for new interior models!
Posted by [Dreganius](#) on Sun, 20 Sep 2009 07:08:21 GMT
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I think make something look high-tech for GDI and I'll texture it to Tiberian Sun style. Something like you see in Reborn, eh?

Subject: Re: Need inspiration for new interior models!
Posted by [Gohax](#) on Sun, 20 Sep 2009 07:23:42 GMT
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Good-One-Driver wrote on Mon, 07 September 2009 19:27Gen_Black wrote on Mon, 07 September 2009 19:17LeeumDee wrote on Mon, 07 September 2009 17:33SSnipe wrote on Sun, 06 September 2009 14:40Just improve the current ren models and textures, or something more futuristic

Agreed, that's what I'd like to see.

Agreed

naa make it medieval theme

Tbh, why make a game that has rifles, tanks, war vehicles and high powered weapons have

Medieval themed buildings? That's ridiculous imo. Tbh, I'd go with what ssnipe said and make it more futuristic looking. Or just have some updated texture-work on what we have now.

Subject: Re: Need inspiration for new interior models!
Posted by [Altzan](#) on Sun, 20 Sep 2009 17:04:54 GMT
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R315r4z0r wrote on Mon, 07 September 2009 20:50Halo.

Forerunner tunnels = awesome!

Subject: Re: Need inspiration for new interior models!
Posted by [IAmFenix](#) on Wed, 23 Sep 2009 02:15:02 GMT
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Dreganius wrote on Sun, 20 September 2009 02:08I think make something look high-tech for GDI and I'll texture it to Tiberian Sun style. Something like you see in Reborn, eh?
/APROVED, and Altzan,
Epic, win.
This thread needs more epic ideas TBH
