
Subject: Weighted Companion Cube
Posted by [Slave](#) on Wed, 07 Oct 2009 04:25:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:=====

Portal Replica
Weighted Companion Cube
Version 1.0
=====

Everyone's favourite inanimate lovable geometric object.
Replaces the ssgm and normal powerup crate.

=====

Does not talk.

This Aperture Science product is distributed as is and shall not be held liable for the results of improper or proper usage in case this usage results in problems.

=====

Slave : Creator of this package
Valve : Creating Portal
RxD : Shameless promotion
Screenshot

Standard Weighted Storage Cube

File Attachments

1) [companion_cube.gif](#), downloaded 5380 times



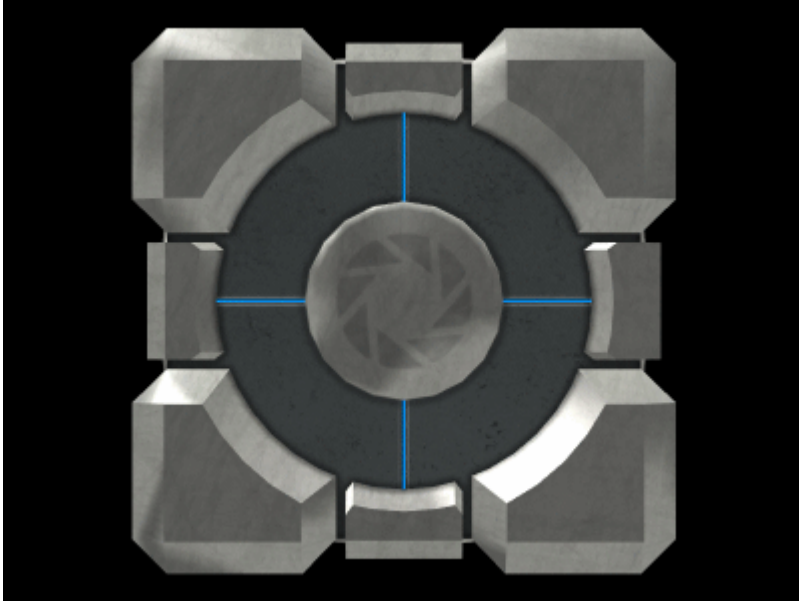
2) [ScreenShot.png](#), downloaded 4144 times



3) [companion_cube.zip](#), downloaded 425 times

4) [storage_cube.zip](#), downloaded 411 times

5) [storage_cube.gif](#), downloaded 5728 times



6) [source_files.rar](#), downloaded 387 times

Subject: Re: Weighted Companion Cube
Posted by [Dreganius](#) on Wed, 07 Oct 2009 05:02:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Will there be cake?

Nice work!

Subject: Re: Weighted Companion Cube
Posted by [Reaver11](#) on Wed, 07 Oct 2009 05:59:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dreganius wrote on Wed, 07 October 2009 00:02Will there be cake?

Nice work!

No the cake is a lie xD
Nice work.

Subject: Re: Weighted Companion Cube
Posted by [ErroR](#) on Wed, 07 Oct 2009 09:37:19 GMT

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

i wanted to do this once nice

Subject: Re: Weighted Companion Cube
Posted by [Goztow](#) on Wed, 07 Oct 2009 10:22:48 GMT

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

Very good looking .

Subject: Re: Weighted Companion Cube
Posted by [Altzan](#) on Wed, 07 Oct 2009 12:52:31 GMT

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

Dreganius wrote on Wed, 07 October 2009 00:02Will there be cake?

Yes

Also, great job on the crate.

Subject: Re: Weighted Companion Cube
Posted by [GoldDrag](#) on Wed, 07 Oct 2009 19:27:24 GMT

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

Very nice!

Subject: Re: Weighted Companion Cube
Posted by [Omar007](#) on Wed, 07 Oct 2009 20:11:58 GMT

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

That is some nice work ^^

Subject: Re: Weighted Companion Cube
Posted by [ChewML](#) on Wed, 07 Oct 2009 21:38:33 GMT

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

It looks nice indeed, but I can't bring myself to use a heart cube in ren... but if someone would make a giant dice, it would even be more fitting as the crates are a gamble... maybe even a fuzzy looking one?

Subject: Re: Weighted Companion Cube
Posted by [_SSnipe_](#) on Wed, 07 Oct 2009 21:44:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I FUCKING LOVE IT!

Subject: Re: Weighted Companion Cube
Posted by [Gen_Blacky](#) on Thu, 08 Oct 2009 18:05:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

its the cube of death beware.

Subject: Re: Weighted Companion Cube
Posted by [Jerad2142](#) on Thu, 08 Oct 2009 19:07:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

NOOOO! YOU WERE SUPPOSE TO KILL IT! YOU WERE SUPPOSE TO KILL YOU ONLY FRIEND! IT SHOULDN'T BE HEAR, AND NOW IT TALKS TO ME!*Flips out and jumps into android hell*

Subject: Re: Weighted Companion Cube
Posted by [C C_guy](#) on Thu, 08 Oct 2009 19:46:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree nice work BUT..

Chew wrote on Wed, 07 October 2009 16:38It looks nice indeed, but I can't bring myself to use a heart cube in ren... but if someone would make a giant dice, it would even be more fitting as the crates are a gamble... maybe even a fuzzy looking one?

Subject: Re: Weighted Companion Cube
Posted by [Altzan](#) on Thu, 08 Oct 2009 21:21:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

C C_guy wrote on Thu, 08 October 2009 14:46I agree nice work BUT..

Chew wrote on Wed, 07 October 2009 16:38It looks nice indeed, but I can't bring myself to use a heart cube in ren... but if someone would make a giant dice, it would even be more fitting as the crates are a gamble... maybe even a fuzzy looking one?

It would take a custom model unfortunately, to make sure all the sides were different... otherwise I'd make it

Subject: Re: Weighted Companion Cube
Posted by [Slave](#) on Fri, 09 Oct 2009 14:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks all.

Also, the first post was updated with the Standard Storage Cube. It's pretty much the same model, only a lot less lovable.

(Done for the people who are not manly enough to withstand pink, ha.)

Subject: Re: Weighted Companion Cube
Posted by [Omar007](#) on Fri, 09 Oct 2009 15:41:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Like the second more

It has blue stripes, my favorite color ^^

Subject: Re: Weighted Companion Cube
Posted by [ErroR](#) on Fri, 09 Oct 2009 16:49:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Wed, 07 October 2009 07:25RxD : Shameless promotion
how can you advertise something dead, that's not coming back

Subject: Re: Weighted Companion Cube
Posted by [Gen_Blacky](#) on Fri, 09 Oct 2009 22:02:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 09 October 2009 19:49Slave wrote on Wed, 07 October 2009 07:25RxD :
Shameless promotion
how can you advertise something dead, that's not coming back

its a coming wink wink

Subject: Re: Weighted Companion Cube
Posted by [Canadacdn](#) on Mon, 12 Oct 2009 01:26:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surprised how nice it looks, especially in the shitty old W3D engine. Nice job.

Subject: Re: Weighted Companion Cube
Posted by [GEORGE ZIMMER](#) on Mon, 12 Oct 2009 03:44:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sun, 11 October 2009 20:26: Surprised how nice it looks, especially in the shitty old W3D engine. Nice job.
If the w3d engine wasn't fairly buggy and supported more than single CPU threading, it'd be great, since you can do a good lot of shit with the w3d engine.

Subject: Re: Weighted Companion Cube
Posted by [Gen_Blacky](#) on Mon, 12 Oct 2009 03:55:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

they use the same the w3d engine in general's i believe or almost the same.

renx is used for generals also.

Subject: Re: Weighted Companion Cube
Posted by [Canadacdn](#) on Mon, 12 Oct 2009 18:36:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Sun, 11 October 2009 22:44
If the w3d engine wasn't fairly buggy and supported more than single CPU threading, it'd be great, since you can do a good lot of shit with the w3d engine.

Except decent physics, shader effects (for now anyway), or using textures larger than 512x512 without major FPS loss.

Subject: Re: Weighted Companion Cube
Posted by [kill](#) on Mon, 12 Oct 2009 23:26:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice

Subject: Re: Weighted Companion Cube
Posted by [IAmFenix](#) on Wed, 14 Oct 2009 21:11:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Thu, 08 October 2009 14:07NOOOO! YOU WERE SUPPOSE TO KILL IT!
YOU WERE SUPPOSE TO KILL YOU ONLY FRIEND! IT SHOULDN'T BE HEAR, AND NOW IT
TALKS TO ME!*Flips out and jumps into android hell*
lol

Subject: Re: Weighted Companion Cube
Posted by [The Party](#) on Sun, 22 Nov 2009 21:34:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now all we need now is the Emergency Apeture Science Incinerator!

Subject: Re: Weighted Companion Cube
Posted by [Slave](#) on Tue, 01 Dec 2009 17:22:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I attached the gmax and paintshop/photoshop files to the first post. In case anyone wants to edit the texture or the model.

Subject: Re: Weighted Companion Cube
Posted by [Raptor RSF](#) on Tue, 19 Jan 2010 18:24:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a nice crate slave,

I like to see a smaller version of these crates (half the size.. ?)

Subject: Re: Weighted Companion Cube
Posted by [Slave](#) on Tue, 19 Jan 2010 23:04:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. Open .gmax files (found in source_files.rar)
 2. Scale to 50%
 3. Export
 4. ???
 5. Profit
-

Subject: Re: Weighted Companion Cube
Posted by [Raptor RSF](#) on Wed, 20 Jan 2010 18:28:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Tue, 19 January 2010 17:041. Open .gmax files (found in source_files.rar)

2. Scale to 50%
3. Export
4. ???
5. Profit

i like it when people release source files of 3d models
