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Subject: Weighted Companion Cube  
Posted by [Slave](#) on Wed, 07 Oct 2009 04:25:44 GMT  
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Quote:=====

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

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

=====  
DISCLAIMER:  
=====

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.

=====  
CREDITS:  
=====

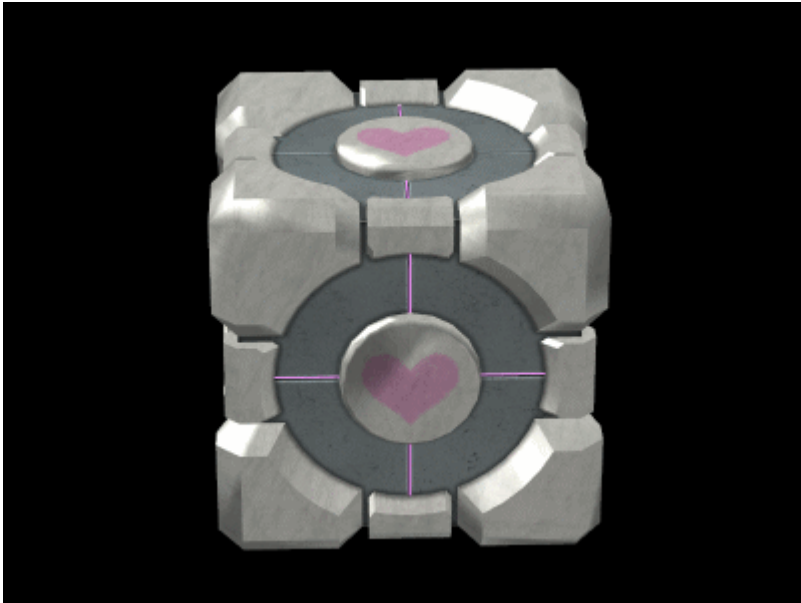
Slave : Creator of this package  
Valve : Creating Portal  
RxD : Shameless promotion  
Screenshot

Standard Weighted Storage Cube

## File Attachments

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1) [companion\\_cube.gif](#), downloaded 4677 times



2) [ScreenShot.png](#), downloaded 3447 times



3) [companion\\_cube.zip](#), downloaded 239 times

4) [storage\\_cube.zip](#), downloaded 195 times

5) [storage\\_cube.gif](#), downloaded 5069 times



6) [source\\_files.rar](#), downloaded 193 times

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Subject: Re: Weighted Companion Cube  
Posted by [Dreganius](#) on Wed, 07 Oct 2009 05:02:59 GMT  
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Will there be cake?

Nice work!

---

Subject: Re: Weighted Companion Cube  
Posted by [Reaver11](#) on Wed, 07 Oct 2009 05:59:25 GMT  
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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

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i wanted to do this once nice

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

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Very good looking .

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

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

Yes

Also, great job on the crate.

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

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Very nice!

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

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That is some nice work ^^

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

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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?

---

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Subject: Re: Weighted Companion Cube  
Posted by [\\_SSnipe\\_](#) on Wed, 07 Oct 2009 21:44:22 GMT  
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I FUCKING LOVE IT!

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Subject: Re: Weighted Companion Cube  
Posted by [Gen\\_Blacky](#) on Thu, 08 Oct 2009 18:05:50 GMT  
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its the cube of death beware.

---

Subject: Re: Weighted Companion Cube  
Posted by [Jerad2142](#) on Thu, 08 Oct 2009 19:07:48 GMT  
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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  
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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  
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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

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Subject: Re: Weighted Companion Cube  
Posted by [Slave](#) on Fri, 09 Oct 2009 14:52:00 GMT  
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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.)

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Subject: Re: Weighted Companion Cube  
Posted by [Omar007](#) on Fri, 09 Oct 2009 15:41:06 GMT  
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Like the second more

It has blue stripes, my favorite color ^^

---

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Subject: Re: Weighted Companion Cube  
Posted by [ErroR](#) on Fri, 09 Oct 2009 16:49:48 GMT  
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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  
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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

---

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Subject: Re: Weighted Companion Cube  
Posted by [Canadacdn](#) on Mon, 12 Oct 2009 01:26:16 GMT  
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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  
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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  
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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  
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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  
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nice

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Subject: Re: Weighted Companion Cube  
Posted by [IAmFenix](#) on Wed, 14 Oct 2009 21:11:21 GMT  
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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  
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Now all we need now is the Emergency Apeture Science Incinerator!

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Subject: Re: Weighted Companion Cube  
Posted by [Slave](#) on Tue, 01 Dec 2009 17:22:05 GMT  
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I attached the gmax and paintshop/photoshop files to the first post. In case anyone wants to edit the texture or the model.

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Subject: Re: Weighted Companion Cube  
Posted by [Raptor RSF](#) on Tue, 19 Jan 2010 18:24:14 GMT  
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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  
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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  
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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

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