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.

===========
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
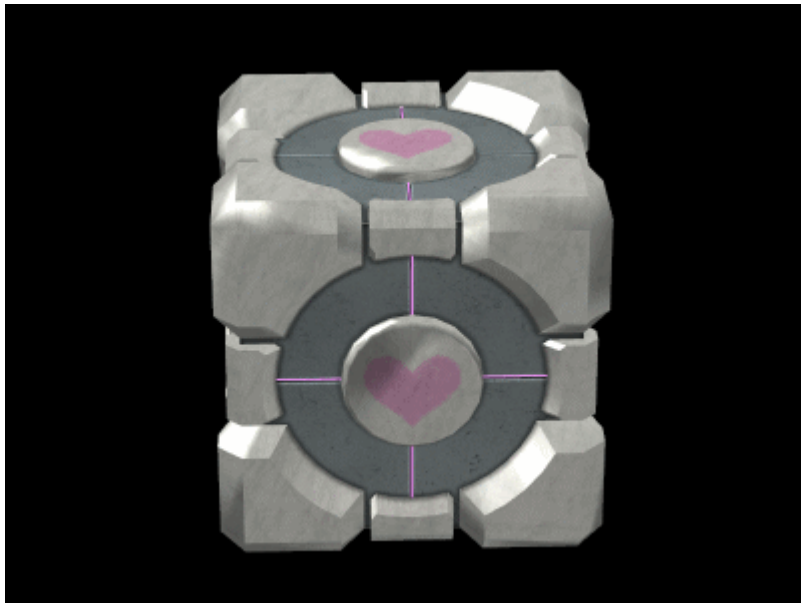RxD   : Shameless promotion
Screenshot

Standard Weighted Storage Cube

File Attachments
1) companion_cube.gif, downloaded 4886 times

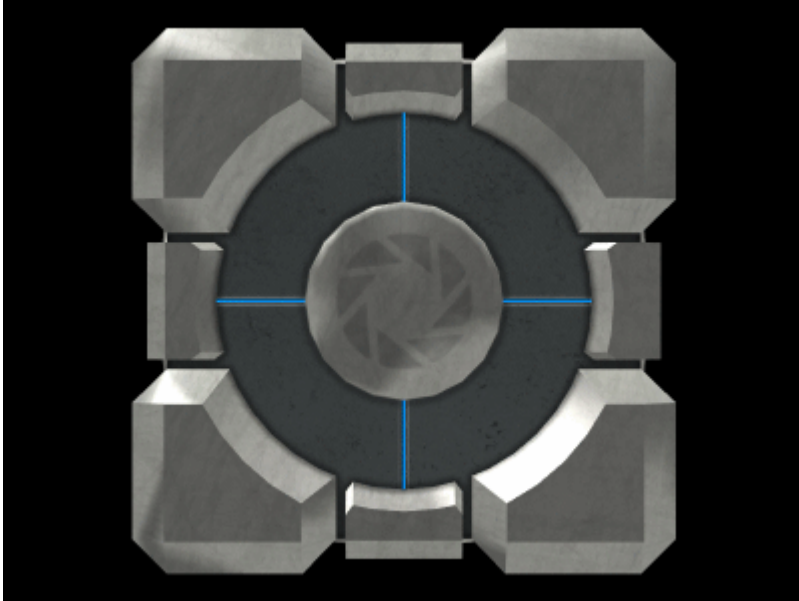2) ScreenShot.png, downloaded 3659 times

3) companion_cube.zip, downloaded 325 times
4) storage_cube.zip, downloaded 286 times

`5) storage_cube.gif, downloaded 5269 times`

`6) source_files.rar, downloaded 272 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

i wanted to do this once   nice

Subject: Re: Weighted Companion Cube
Posted by Goztow on Wed, 07 Oct 2009 10:22:48 GMT

Very good looking .

Subject: Re: Weighted Companion Cube
Posted by Altzan on Wed, 07 Oct 2009 12:52:31 GMT

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

Very nice!

Subject: Re: Weighted Companion Cube
Posted by Omar007 on Wed, 07 Oct 2009 20:11:58 GMT

That is some nice work ^^

Subject: Re: Weighted Companion Cube
Posted by ChewML on Wed, 07 Oct 2009 21:38:33 GMT

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 20:26Surprised 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