
Subject: Tiberian Dawn Mod?

Posted by [Sir Phoenixx](#) on Wed, 12 Mar 2003 02:46:48 GMT

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

I was wondering is there a Tiberian Dawn mod in production yet? Is there any at all?

I might change over to doing a Tiberian Dawn mod instead of what I'm doing now...

And who would like to join me in doing a Tiberian Dawn mod?

Subject: Tiberian Dawn Mod?

Posted by [NeoSaber](#) on Wed, 12 Mar 2003 04:14:09 GMT

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

I don't know if anyone is working on one yet, but I think Ack said something about doing one after Renegade Alert.

Subject: Tiberian Dawn Mod?

Posted by [Sk8rRIMuk](#) on Wed, 12 Mar 2003 09:16:19 GMT

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

It would be cool if somebody was to do a RA2 mod as well...

A Tib Dawn mod would be cool as well I would like to see those units come alive not really that much to look at when making the models though.

-Sk8rRIMuk

Subject: Tiberian Dawn Mod?

Posted by [PiMuRho](#) on Wed, 12 Mar 2003 09:51:14 GMT

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

<http://www.eradicators.co.uk/neale/cyard5.jpg>

<http://www.eradicators.co.uk/neale/cyard6.jpg>

<http://www.eradicators.co.uk/neale/hand2.jpg>

Subject: Tiberian Dawn Mod?

Posted by [Sir Phoenixx](#) on Wed, 12 Mar 2003 13:31:18 GMT

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

No offense, but I asked if there were any current Tiberian Dawn mods, not second rate models/skins...

Subject: Tiberian Dawn Mod?
Posted by [PiMuRho](#) on Wed, 12 Mar 2003 14:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

They'd be right at home with yours then, wouldn't they?

"No offence" my arse. Your response was designed to be entirely offensive. This is exactly the kind of reason why I no longer wish to be part of this "community"

Subject: Tiberian Dawn Mod?
Posted by [maj.boredom](#) on Wed, 12 Mar 2003 16:51:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

PiMuRho "No offence" my arse. Your response was designed to be entirely offensive. This is exactly the kind of reason why I no longer wish to be part of this "community"

A lot of the prominent Mod makers do it here. PiMuRho, I would suggest another Forum you trying to kill this community with nay-say. Keep up the good work, boys! You'll kill it yet.

Professionalism is not only a skill-set, but a mind-set as well.

Subject: Tiberian Dawn Mod?
Posted by [General Havoc](#) on Wed, 12 Mar 2003 17:05:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I say go ahead with a Tiberian Dawn mod Sir Pheonix, you need to be doing something to use all your 3D modeling skills. Also there is an RA2 mod <http://www.chronowar.de> (Deutsch & English).

I have digital images from the Tiberian Dawn original manual that i scanned a while back if you need them for any refrances.

_General Havoc

Subject: Tiberian Dawn Mod?
Posted by [forsaken](#) on Wed, 12 Mar 2003 21:51:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought the Con Yard was pretty good.....

Subject: Tiberian Dawn Mod?

Posted by [Sir Phoenixx](#) on Wed, 12 Mar 2003 21:59:06 GMT

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

I have CnC gold, the win95 version, it comes with the manual on the disc...

The TD construction yard doesn't look like that, it's wider and has a few other little things on it...

(it was fairly good, but the texture is what kills it...)

Subject: Tiberian Dawn Mod?

Posted by [PiMuRho](#) on Wed, 12 Mar 2003 22:01:32 GMT

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

They were only applied so it wasn't a bland grey model. If I was ever to use the mesh, I'd make some newer textures.

Plus that was done in 3D Studio, not Gmax. I'd have to redo the texturing anyway.

I also used the manual, strategy guide and the cutscenes as reference

Subject: Tiberian Dawn Mod?

Posted by [General Havoc](#) on Wed, 12 Mar 2003 22:08:46 GMT

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

Here is the picture from the Tiberian Dawn manual so you can see how Westwood pictured it. <http://www.n00bstories.com/image.view.php?id=1628906017> I think it would look good if a little more work was done on it.

Subject: Tiberian Dawn Mod?

Posted by [OrcaPilot26](#) on Wed, 12 Mar 2003 23:21:03 GMT

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

If the RenAlert team does end up making a TD mod I don't think they should use those old westwood models and/or modified versions of those old models.

Subject: Tiberian Dawn Mod?

Posted by [Griever92](#) on Thu, 13 Mar 2003 01:11:36 GMT

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

Sir PhoenixI have CnC gold, the win95 version, it comes with the manual on the disc...

The TD construction yard doesn't look like that, it's wider and has a few other little things on it...

(it was fairly good, but the texture is what kills it...)

Yeah, the Conyard you displayed was a little "Shrunk"

Subject: Tiberian Dawn Mod?

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 02:07:41 GMT

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

If it was wider and the area around the fans were part of the con yard instead of by themselves (in other words, make it look more like the ingame one) it would look better...

Subject: Tiberian Dawn Mod?

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 08:30:48 GMT

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

The fan section is connected by pipes, as evidenced in this shot:

<http://www.eradicator.co.uk/neale/conyard1.jpg>

There's a gap between the main structure and the fans.

Subject: Tiberian Dawn Mod?

Posted by [Vy7a1](#) on Thu, 13 Mar 2003 11:43:45 GMT

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

isn't Renegade suppose to take place in the Tiberian Dawn Era? i read it somewhere awhile ago anyways, that they planned to make this 1st of all when they were developping C&C original and that in one of the cutscenes of Renegade they actually show one of the C&C Tiberian Dawn Missions.(it's the one where havoc "'liberates' a havorcraft." and i also believe that the used that same level as a reference to show how C&C Tiberian Dawn and C&C Renegade were the same in a way, in the preview of it any way.

Subject: Tiberian Dawn Mod?

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 12:13:06 GMT

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

The fans were only connected to the main structure by pipes in the movies (as far as i can remember, it only appeared in 1 movie once), not ingame...

Subject: Tiberian Dawn Mod?

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 12:53:44 GMT

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

I'm using the cutscenes as a reference, rather than the ingame icons.

Subject: Tiberian Dawn Mod?

Posted by [Demolition man](#) on Thu, 13 Mar 2003 13:41:19 GMT

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

Sir PhoenixxThe fans were only connected to the main structure by pipes in the movies (as far as i can remember, it only appeared in 1 movie once), not ingame...Ingame it is connected with pipes to. Only you can hardly see that.

Subject: Tiberian Dawn Mod?

Posted by [Deactivated](#) on Sun, 02 May 2004 10:31:30 GMT

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

PiMuRhoI'm using the cutscenes as a reference, rather than the ingame icons.

Many of the icons are based on the cutscenes.

Subject: Tiberian Dawn Mod?

Posted by [drunkill](#) on Tue, 04 May 2004 07:32:47 GMT

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

ummm.....you do know that this thread is over 1 year old... stop bringing back the dead, just leave them be...RIP...

Subject: Tiberian Dawn Mod?

Posted by [Renx](#) on Tue, 04 May 2004 11:14:26 GMT

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

General HavocAlso there is an RA2 mod <http://www.chronowar.de> (Deutsch & English).

Or here: <http://www.drireign.net> - Vengeance, lead by theKGBspy
