
Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Mon, 30 Jun 2003 01:29:07 GMT
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First, these models aren't for a mod or anything, i just got bored one day and started modeling them, but i am considering making a TS mod for BF1942 if im aloud to. Anyway, tel me what you guys think about it, good or bad, just don't insult them :rolleyes:

NOD-Rifleman
<http://www.aeolusmod.com/~spartnii/NOD-RM.jpg>
NOD-Engineer
<http://www.aeolusmod.com/~spartnii/NOD-ENG.jpg>
GDI-Rifleman
<http://www.aeolusmod.com/~spartnii/GDI-RM.jpg>
GDI-Disk Thrower
<http://www.aeolusmod.com/~spartnii/GDI-DT.jpg>

I also have a rocket soldier for NOD but i dunno how he should look or anything, so for the moment he looks like the NOD rifleman, but i did make a Rocket Launcher and missle

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and i used these for concepts

<http://www.aeolusmod.com/~spartnii/NODBackground2.jpg>
<http://www.aeolusmod.com/~spartnii/GDIBackground2.jpg>

Let me know what you all think about them =O)

Subject: Re: WIP: Tiberium Sun Infantry
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 01:33:20 GMT
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man... ur good... would u like to joining Tiberium Evolution with Modeling?

Subject: WIP: Tiberium Sun Infantry

Posted by [SpartnII](#) on Mon, 30 Jun 2003 01:34:48 GMT

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lol, thankx, whtas it about? sorry i haven't been to these forums in a REALLY long time (im the ZERO: SP guy, my modeling has grown ALOT =O))

but seriously what kind of mod is it

--Edit--

Also these models are like 3000 polycount, alot of the faces can be brought down though

Subject: WIP: Tiberium Sun Infantry

Posted by [Cebt](#) on Mon, 30 Jun 2003 01:36:22 GMT

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if your making a mod for BF i would like to join you... i have some TS models i made myself

Subject: WIP: Tiberium Sun Infantry

Posted by [SpartnII](#) on Mon, 30 Jun 2003 01:37:06 GMT

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seriously? awesome...feel free to post some links or IM me

AIM- ZeroX363

MSN- SpartnII@hotmail.com

Subject: Re: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 01:40:00 GMT
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Let me know what you all think about them =O)

First of all, the BF42 Renegade idea/name is already taken, it's mine.

C&C_BF42.mix and C&C_BattleField_42.mix are both mine.

Second of all, the models you show here although look ok, they are way too advanced for the era of 1942.

If you'd like to come aboard and help me with the BF42 maps I'm doing, you can email me and we can talk.

But we will not be using any of these models. Like I said, there too modern

Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Mon, 30 Jun 2003 01:42:18 GMT
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heh, im not considering making a mod for Renegade, but for BF1942, and if i made it for BF1942, it wouldn't be in the era of BF1942, i just wanted to show you guys because you all could judge it best, and im considering giving these models to the community when i finish the infantry pack

Subject: WIP: Tiberium Sun Infantry

Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 01:52:50 GMT

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Remember, it's Nod, not NOD.

CaptKurt01, you didn't come up with the idea. It was already done by the Battlefield 1942 team at Electronic Arts. Just because you want elements from it in Renegade, which is a violation of copyrights regardless of whether you profit or not, doesn't mean you came up with the initial idea.

Subject: WIP: Tiberium Sun Infantry

Posted by [Spartnll](#) on Mon, 30 Jun 2003 01:59:39 GMT

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Remeber, in TS it WAS NOD

<http://westwood.ea.com/games/ccuniverse/tiberiansun/NOD/main.html>

<http://westwood.ea.com/games/ccuniverse/tiberiansun/NOD/html/sub1.html> :rolleyes: :rolleyes:
:rolleyes:

that second link, near the bottom of the page it says NOD, the link says NOD, in TS its NOD, btw Aircraft thankx for keepint the thread ontopic

Subject: WIP: Tiberium Sun Infantry

Posted by [YSLMuffins](#) on Mon, 30 Jun 2003 02:05:36 GMT

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What's the polycount on all those infantry?

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 02:07:19 GMT

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AircraftkillerRemember, it's Nod, not NOD.

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Bullshit. now you think your a lawyer. The term BF42 is public domain C&C_BF42.mix is mine, as well as C&C_BatleField_42.mix so stick to what you know.

Subject: WIP: Tiberium Sun Infantry

Posted by [SpartnII](#) on Mon, 30 Jun 2003 02:08:57 GMT

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topic... :rolleyes: :rolleyes: i don't want this to be an argueing thread

anyway its about 3000 as i thought i said but not sure, but i can bring that down to at least 2725 without to much of a problem, 2500 maybe

Subject: WIP: Tiberium Sun Infantry

Posted by [maytridy](#) on Mon, 30 Jun 2003 02:11:01 GMT

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Wow.

I saw those on the Ammo Forums.

hehe, you know what i'm gonna say.....

PLEASE, PLEASE! I will owe my life to you! Modern Warfare REALLY needs an infantry modeler!
PLEASE!!!!!!!

Subject: WIP: Tiberium Sun Infantry

Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 02:11:18 GMT

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SpartnIIRemeber, in TS it WAS NOD

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Doesn't matter. NOD stands for Naval Ordnance Disposal... You really think it's an acronym?

CaptKurt01, I don't think I'm a lawyer, I just study what happens to people like you. When you start infringing on copyrights, the company(ies) who hold it must either enforce their ownership of it, or they'll lose it.

What you're doing is infringing on EA's intellectual property by using the Battlefield 1942 video game as content for your own game level. Regardless of it being used in another EA game, it's the same principle. They'll go after anyone who doesn't have permission for this sort of thing.

Why so defensive? Afraid I'm right?

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 02:22:02 GMT
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AircraftkillerSpartnII Remeber, in TS it WAS NOD

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something that you know little to nothing about, my father is an attorney and I can assure you because of that, growing up with him, he and I both know a lot more about it then you. You seem

Subject: WIP: Tiberium Sun Infantry
Posted by [gendres](#) on Mon, 30 Jun 2003 02:27:38 GMT
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Back to topic....

we're not worthy enough to see that quality of models here :bigups:

Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Mon, 30 Jun 2003 02:33:01 GMT
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thankx Gendres, at least someone respects people and LOL, these models could of been made better, but i really appreciate it, thankx!

anyone know who i should e-mail about getting permission to make a Tiberium Sun mod for

BF1942?

Subject: WIP: Tiberium Sun Infantry
Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 02:45:16 GMT
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CaptkurtAircraftkillerSpartnIIRemeber, in TS it WAS NOD

<http://westwood.ea.com/games/ccuniverse/tiberiansun/NOD/main.html>
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Kay, whatever, I'm sure if PiMuRho comes in and says the same thing, you'll call him uninformed, too... After all, you know everything about United States copyright laws because your father's an attorney. :rolleyes:

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 02:59:06 GMT
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So Ack has been wrong all this time, hmmm! man, wow. what to do?
Ack, your wrong again.

Subject: WIP: Tiberium Sun Infantry
Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 03:00:59 GMT
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That doesn't mean a thing. In most of TS, most of Renegade, most of C&C, Nod is always spelled "Nod" or "The Brotherhood of Nod."

I'm wrong!

not.

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 03:03:28 GMT
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AircraftkillerThat doesn't mean a thing. In most of TS, most of Renegade, most of C&C, Nod is always spelled "Nod" or "The Brotherhood of Nod."

I'm wrong!

YEP.

Subject: WIP: Tiberium Sun Infantry
Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 03:09:49 GMT
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You learned to edit quotes. That's a real accomplishment.

I remember something about you - when you get upset, you relapse into more of a childish mentality than you normally present... This is pointless. Regardless of how many facts I post up and shove in your virtual face, regardless of what I say and how I say it, you'll go "no im rite u r wrong u noob" over and over.

You, sir, are a moron. A degenerate malcontent with the tendency to put your head in your rectum and come out talking like you still have fecal matter slopped all over your face, preventing you

from making clear thoughts due to the immense stench interfering with your thought patterns.

Please, do everyone a favor, take a bath and keep your head out of your ass. You smell like shit.

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 03:17:14 GMT

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Please, do everyone a favor, take a bath and keep your head out of your ass. You smell like shit.

You sure do. And Ack while were at it, let's get out of the mirror, remember it's you that has the

You only like your self and when you have a bad day you have to go and find some way to make

admiration of oneself. See Synonyms at conceit. 2. A psychological condition characterized by self-preoccupation, lack of empathy, and unconscious deficits in self-esteem. 3. Erotic pleasure derived from contemplation or admiration of one's own body or self, especially as a fixation on or a regression to an infantile stage of development. 4. The attribute of the human psyche charactized

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Ack certainly does suffer from this mental disorder, narcissism, look up the word your self and

<http://dictionary.reference.com/search?q=nar%27cis%27sism>

Narcissists use everyone around them to keep themselves inflated. Often they find flaws in others and criticize them fiercely, for this further distinguishes them from those who are defective. Because of their underlying need for voice and the resultant bluster, narcissists often work their way to the center of their "circle," or the top of their organization. Indeed, they may be the mentor or guru for others. The second they are snubbed, however, they rage at their "enemy." Demands to be recognized as superior without commensurate achievements. Requires excessive admiration, adulation, attention and affirmation - or, failing that, wishes to be feared and to be notorious.

Summarized from:

American Psychiatric Association. (1994).

Diagnostic and statistical manual of mental disorders, fourth edition (DSM IV).

Washington, DC: American Psychiatric Association.

admiration of oneself. See Synonyms at conceit. 2. A psychological condition characterized by self-preoccupation, lack of empathy, and unconscious deficits in self-esteem. 3. Erotic pleasure derived from contemplation or admiration of one's own body or self, especially as a fixation on or a regression to an infantile stage of development. 4. The attribute of the human psyche characterized

narcissistic adj : characteristic of those having an inflated idea of their own importance [syn: egotistic, egotistical, self-loving]

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Subject: WIP: Tiberium Sun Infantry

Posted by [Spartnll](#) on Mon, 30 Jun 2003 03:18:04 GMT

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thankx so much guys, i appreciate you guys being assholes and bitching to each other about stuff that i don't care about, and has nuthing to do with the thread....thankx :rolleyes: :rolleyes:

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 03:21:23 GMT

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Spartnllthankx so much guys, i appreciate you guys being assholes and bitching to each other about stuff that i don't care about, and has nuthing to do with the thread....thankx :rolleyes:

:rolleyes:

Sorry SpartnII, this in not my doing, and I agree. your work is very good.

Subject: WIP: Tiberium Sun Infantry

Posted by [maytridy](#) on Mon, 30 Jun 2003 03:21:30 GMT

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Gets annoying, doesn't it?

Subject: WIP: Tiberium Sun Infantry

Posted by [SpartnII](#) on Mon, 30 Jun 2003 03:22:00 GMT

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thankx, but take it in private messages please =O)

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 03:25:27 GMT

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SpartnIIthankx, but take it in private messages please =O)

So you want to come and help with the BF42 maps. check out some of my progress in my sig. below.

Subject: WIP: Tiberium Sun Infantry

Posted by [Joey-Y](#) on Mon, 30 Jun 2003 04:27:17 GMT

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i wouldnt mind helping...dunno what i could do but i can make simple maps...by simple i meen you could do it

i dislike ack, but i realy pissed now that he is dissing killakanz...but ill give him one more chance for now...

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 04:40:17 GMT

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i dislike ack, but i really pissed now that he is dissing killakanz...but ill give him one more chance for now...

Cool Sig. back to topic.

I'm in need of a modeler who can make vehicles of the 1942 era, and maybe a human skinner too

credits for work done and we can brain storm since we both play BF42 of some of the stuff we want in it. Interested? Email me.

Subject: WIP: Tiberium Sun Infantry

Posted by [boma57](#) on Mon, 30 Jun 2003 06:28:50 GMT

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Well, it's nice to see that ACK's still inciting flames around here.

Honestly, do you have to contradict the company who made the game? If they use both in many different locations, then it is both. Just because they never defined the acronym, that doesn't make it nonexistant. Take a look outside your tunnel vision once and awhile.

Oh, and you're getting yourself into an argument over how much of a map someone owns? Once again, the updraft of your arrogance is tainted with the stench of hypocrisy.

Hmm. I haven't been filled in on the facts, so I'm going to state the facts without talking out of my ass, like you my friend. Observe how it's done. He either imported some models into Renegade and put on the finishing touches so they would work, or he just took the concept and made his own models. No matter what's going on with those BF1942 maps, it's relatively same situation as a certain map we all know, ACK. Maps being finished so they work in Reneade, and then people claiming ownership...Why yes, that is very familiar.

Now, unlike you - I'm sure - I shall show my qualities and morals by departing from this thread and not further pursuing your inevitable and antagonistic trademark comments, which we all love by the way. I have better things to do with my time than waste it pointing out the flaws of a person flawed to the point that he regards these quirks as talent. Just as well, I don't want to further ruin this thread which was started with some amazing modelling, if I may say so.

Subject: WIP: Tiberium Sun Infantry

Posted by [PiMuRho](#) on Mon, 30 Jun 2003 08:36:34 GMT

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Aircraftkiller

Kay, whatever, I'm sure if PiMuRho comes in and says the same thing, you'll call him uninformed, too... After all, you know everything about United States copyright laws because your father's an attorney. :rolleyes:

Hi.

ACK is correct about the copyright thing. You can make your mod similar to Battlefield 1942, but not use the name or any other part of the associated intellectual property. If your father is an attorney, he obviously doesn't specialise in IP law. This is basic stuff, and it accounts for a lot of mods getting shut down.

Now back to your regularly scheduled flaming.

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 13:20:53 GMT
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PiMuRho
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Llike you know it all. what ever. what I see here is another Ack want a be.

Subject: WIP: Tiberium Sun Infantry
Posted by [England](#) on Mon, 30 Jun 2003 13:32:06 GMT
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Excellant models, TS is my fav cnc game

Subject: WIP: Tiberium Sun Infantry
Posted by [PiMuRho](#) on Mon, 30 Jun 2003 13:37:57 GMT
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Captkurt

Llike you know it all. what ever. what I see here is another Ack want a be.

If you say so. The fact that I've been doing this for years obviously has no bearing on anything. Ever hear of the Aliens Quake mod? Duke it out in Quake? Generations mod for Quake3? I presume not, because they were all shut down because they were using someone else's intellectual property that they had no right or permission to use. It's as simple as that - if it's not something that you created (not copied, plagiarised, etc) then you shouldn't use it.

As for calling me an ACK wannabe, you couldn't be further from the truth - I've had run-ins with

ACK on several occasions. However, if he's correct, I'll agree with him.

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 14:01:00 GMT

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PiMuRhoCaptkurt

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I'll say this. As an attorney, if you don't have anything better to do with your degree, than hang and chat here and get in these little Ack shits, then you must not have many clients, no clients= not a

Subject: WIP: Tiberium Sun Infantry

Posted by [PiMuRho](#) on Mon, 30 Jun 2003 14:08:03 GMT

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Captkurt

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Where did I say I'm an attorney? I'm a level designer/modeller. However, this isn't the first time I've run into this particular argument. I daresay it won't be the last either. I'll do my best to keep it simple for you:

Do you own the rights to any of the BF1942 intellectual property? (owning a copy of the game doesn't confer these rights on you)

Do you have permission from EA/DICE to use any of their intellectual property or assets for your mod?

If you can answer "yes" to either of these questions, then go ahead and make your mod. If you answered "no" to either, then you'd better make sure that you're not using any BF1942 assets or properties.

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 14:44:45 GMT
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It really amazes me, how some of you just seem to have nothing better to do then to get into other peoples business, business you have no part of. Your lives must really be lacking in stimulation,

since you obviously tend to just slack off on your own duties and choose again to garble in this shit. Nothing more from you will be acted on. As this thread is not yours to harness.

Subject: WIP: Tiberium Sun Infantry
Posted by [PiMuRho](#) on Mon, 30 Jun 2003 15:23:03 GMT
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Captkurt

It really amazes me, how some of you just seem to have nothing better to do then to get into other peoples business, business you have no part of.

This is a public forum. You post it here, people are going to comment on it. If you didn't want people to comment on it, then why post?

business or work.

Yes, because taking 2 minutes to type a post on here really affects my productivity.

something when they know more about it than I

Bingo!

So why not say that instead of telling people that they don't know what they're talking about?

your own duties

Do you know what my "duties" are? If not, you shouldn't presume to comment. This could be my day off for all you know. Plus, as I already mentioned, typing a reply in here hardly makes a big hole in my day.

Quote:choose again to garble in this shit.

It's a pet subject of mine. The vast majority of people are misinformed about it, which can have bad consequences for them 6 months down the line when their mod gets shut down.

Quote:Nothing more from you will be acted on. As this thread is not yours to harness.

I never expected you to act on anything. You seem far too ignorant to take anything on board, and you react very negatively to what I've said. Ignore it at your peril.

Subject: WIP: Tiberium Sun Infantry
Posted by [maytridy](#) on Mon, 30 Jun 2003 15:42:11 GMT
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God, just SHUT THE FUCKING HELL UP!

I'm sick of you fags flaming each other.

Subject: WIP: Tiberium Sun Infantry
Posted by [gendres](#) on Mon, 30 Jun 2003 15:49:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: WIP: Tiberium Sun Infantry
Posted by [pulverizer](#) on Mon, 30 Jun 2003 16:34:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Holy shit, those models are damn good
I've never seen such good infantry models!!!!!! Great job!! :thumbsup:
Can you also skin them?

Subject: WIP: Tiberium Sun Infantry
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 16:41:51 GMT
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To stay onsubject: how long did it take to make them models? they look great, would look even better skinned!

O and, last coment, no more flames unless they go to new thread or PM...

If it is like that.... HOW IS ACK MAKING RED ALERT FOR RENEGADE bahahhaaa.....

Subject: WIP: Tiberium Sun Infantry
Posted by [Imdgr8one](#) on Mon, 30 Jun 2003 16:44:29 GMT
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PiMuRhoCaptkurt

It really amazes me, how some of you just seem to have nothing better to do then to get into other peoples business, business you have no part of.

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business or work.

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something when they know more about it than I

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Subject: WIP: Tiberium Sun Infantry
Posted by [Spartnll](#) on Mon, 30 Jun 2003 16:56:50 GMT
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sighs i wonder if i should ask to get this topic closed, because most of it is flame now anyway.....

ANYWAY!!!!!!..For those of you who are trying to keep it on topic (like Gendres, maytridy, Slayer, and Joey-Y =OD, i REALLY appreciate it guys!)

Well the NOD soldier took about, i think 2 days to do (not straight, just a few hours each day) and the GDI soldier took 2 also. The NOD Engineer took about 3 hours becuase i had no idea how he should look, and only came up with a pack and breifcase :rolleyes: :rolleyes: And the Disk Thrower like 30 minutes =OD

I also have to make the GDI Engineer and Jump Jet, and also make the Disk Thrower Projectile, and try and make the NOD Rocket Soldier look different.

If anyone has any idea how some of these guys should look, i would really appreciate some comments or concepts or anything

Also my friend and co leader in my mod for BF1942 is uvwmapping the NOD soldier, if im lucky, he will uvwmap the GDI soldiers and stuff also, and ill give the SDK out to the people at polycount, and see what they come up with =O)

Subject: WIP: Tiberium Sun Infantry
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 17:15:51 GMT
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wow... kool... i'd love to see those.

btw check ur pm

Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Mon, 30 Jun 2003 17:21:05 GMT
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oops, and thankx Havoc! knew i forgot someone lol, and im replying to it now

Subject: Re: WIP: Tiberium Sun Infantry
Posted by [TheMouse](#) on Mon, 30 Jun 2003 17:49:56 GMT
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SpartnIIFirst, these models aren't for a mod or anything, i just got bored one day and started modeling them, but i am considering making a TS mod for BF1942 if im aloud to. Anyway, tel me what you guys think about it, good or bad, just don't insult them :rolleyes:

NOD-Rifleman

<http://www.aeolusmod.com/~spartnii/NOD-RM.jpg>

NOD-Engineer

<http://www.aeolusmod.com/~spartnii/NOD-ENG.jpg>

GDI-Rifleman

<http://www.aeolusmod.com/~spartnii/GDI-RM.jpg>

GDI-Disk Thrower

<http://www.aeolusmod.com/~spartnii/GDI-DT.jpg>

I also have a rocket soldier for NOD but i dunno how he should look or anything, so for the moment he looks like the NOD rifleman, but i did make a Rocket Launcher and missle

<http://www.aeolusmod.com/~spartnii/NOD-W-RL.jpg>

and i used these for concepts

<http://www.aeolusmod.com/~spartnii/NODBackground2.jpg>

<http://www.aeolusmod.com/~spartnii/GDIBackground2.jpg>

Let me know what you all think about them =O)

wow..... those are awesome! ecspecially the nod rifleman

Subject: Re: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 17:52:00 GMT
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SpartnIIFirst, these models aren't for a mod or anything, i just got bored one day and started modeling them, but i am considering making a TS mod for BF1942 if im aloud to. Anyway, tel me what you guys think about it, good or bad, just don't insult them :rolleyes:

NOD-Rifleman
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GDI-Rifleman
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GDI-Disk Thrower
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and i used these for concepts

<http://www.aeolusmod.com/~spartnii/NODBackground2.jpg>
<http://www.aeolusmod.com/~spartnii/GDIBackground2.jpg>

Let me know what you all think about them =O)

What program did you use to make these very nice models?

Subject: WIP: Tiberium Sun Infantry
Posted by [maytridy](#) on Mon, 30 Jun 2003 18:03:33 GMT
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I'm guessing CS (Character Studio).....

I would also like to know.....what did you use?

Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Mon, 30 Jun 2003 18:16:08 GMT
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the best biznitch out there...3ds max =OP

Subject: WIP: Tiberium Sun Infantry
Posted by [gendres](#) on Mon, 30 Jun 2003 18:49:09 GMT
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it is truly the best...

Subject: WIP: Tiberium Sun Infantry
Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 19:22:46 GMT
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Quote:Honestly, do you have to contradict the company who made the game? If they use both in many different locations, then it is both. Just because they never defined the acronym, that doesn't make it nonexistent. Take a look outside your tunnel vision once and awhile.

There is no contradiction - they've made it clear that the official term for the Brotherhood of Nod is "Nod," and nothing else.

Quote:Oh, and you're getting yourself into an argument over how much of a map someone owns? Once again, the updraft of your arrogance is tainted with the stench of hypocrisy.

No, which means you didn't read this thread thoroughly enough to begin commenting on it.

Quote:Hmm. I haven't been filled in on the facts, so I'm going to state the facts without talking out of my ass, like you my friend. Observe how it's done. He either imported some models into Renegade and put on the finishing touches so they would work, or he just took the concept and made his own models. No matter what's going on with those BF1942 maps, it's relatively same situation as a certain map we all know, ACK. Maps being finished so they work in Reneade, and then people claiming ownership...Why yes, that is very familiar.

You haven't been filled in on the facts, so you're going to state the facts?

Oooooooooookay, that just made no sense.

Quote:and then people claiming ownership...Why yes, that is very familiar.

You'd think so, now wouldn't you? Except I can prove to anyone who *matters* that I own the property rights to the levels I've made and claim ownership to... I'm sure the rest of you cannot say the same.

Quote:Now, unlike you - I'm sure - I shall show my qualities and morals by departing from this thread and not further pursuing your inevitable and antagonistic trademark comments, which we all love by the way.

Once again, the updraft of your arrogance is tainted with the stench of hypocrisy.

Quote:I have better things to do with my time than waste it pointing out the flaws of a person flawed to the point that he regards these quirks as talent. Just as well, I don't want to further ruin

this thread which was started with some amazing modelling, if I may say so.

Then why did you even post here? Fuck's sake, if you're going to argue with yourself and look like a fool, don't fucking post here. You've got a lot more common sense than this.

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 19:27:58 GMT
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Ack certainly does suffer from this mental disorder, narcissism, look up the word your self and <http://dictionary.reference.com/search?q=nar%B7cis%B7sism>

Narcissists use everyone around them to keep themselves inflated. Often they find flaws in others and criticize them fiercely, for this further distinguishes them from those who are defective. Because of their underlying need for voice and the resultant bluster, narcissists often work their way to the center of their "circle," or the top of their organization. Indeed, they may be the mentor or guru for others. The second they are snubbed, however, they rage at their "enemy." Demands to be recognized as superior without commensurate achievements. Requires excessive admiration, adulation, attention and affirmation - or, failing that, wishes to be feared and to be notorious.

Summarized from:
American Psychiatric Association. (1994).

Subject: WIP: Tiberium Sun Infantry
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 19:30:44 GMT
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NOTICE: ACK Failed to respond about my issue with the copyrights... if the copywrites are so tight, and our "law abiding citizen ACK" follows them... what gives him and the Ren-Alert team the rights to make a RA mod?

sorry for going off subject, but ACK, you obviously dont read everything yourself.

Subject: WIP: Tiberium Sun Infantry
Posted by [xpontius](#) on Mon, 30 Jun 2003 19:41:40 GMT
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"eyelid twitches"

:crazy: Plz.... shut.....up.....u wannabe know it all copyright law monkeys.

Other than that I was looking at the link where u said u got your ideas and saw the cyborg. I forgot about that unit until now and was wondering if you were planning on making a model of one. You got serious potential man. :thumbsup:

Subject: WIP: Tiberium Sun Infantry
Posted by [PiMuRho](#) on Mon, 30 Jun 2003 19:49:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Joey-YNOTICE: ACK Failed to respond about my issue with the copyrights... if the copywrites are so tight, and our "law abiding citizin ACK" fallows them... what gives him and the Ren-Alert team the rights to make a RA mod?

sorry for going off subject, but ACK, you obviously dont read everything yourself.

Because they're making a modification for a game made by Westwood, based on another game made by Westwood. If they were making it for another game, then they wouldn't be able to.

Subject: WIP: Tiberium Sun Infantry
Posted by [Titan1x77](#) on Mon, 30 Jun 2003 20:05:44 GMT
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Does anyone read english around here?

A TS mod for BF1942!!!

captn..your making a bf mod for renegade right?..he's not doing anything like that

so what's all this flaming for??

Really nice work SpartnII

I hope you put those models to good use..If your not going to use them....you might want to contact the guys over at reborn.

Keep me informed...I'll go out and get BF1942 if this mod's completed.

Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Mon, 30 Jun 2003 20:37:26 GMT
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heh, awesome, thankx Titan =OD

And i am thinking about doing a Cyborg, i just think, at the moment, its to advanced for me, but ill try making one

and i don't want to contact mods and ask if they want to use my models, that would be kinda wierd ya know? if someone wants to use them, they can contact me =OP

So i ask you all once again, does anyone know who i need to contact about getting permission to make a Tiberium Sun mod for BF1942? Ive looked all over the EA site and can't find any e-mail that my topic has to even deal with, i WONT make this mod if i don't have permission, so i really need to find out if im aloud to, any ideas?

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 22:11:17 GMT
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Titan1x77Does anyone read english around here?

A TS mod for BF1942!!!

captn..your making a bf mod for renegade right?..he's not doing anything like that

so what's all this flaming for??

Really nice work Spartnll

I hope you put those models to good use..If your not going to use them....you might want to contact the guys over at reborn.

Keep me informed...I'll go out and get BF1942 if this mod's completed.

I have no idea what all the flaming is for, I've got no problem here, we've talked, etc... and all is good,

Subject: WIP: Tiberium Sun Infantry
Posted by [Titan1x77](#) on Mon, 30 Jun 2003 22:35:43 GMT
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I Dont see why you couldnt do it....I'd just make it

Glad to see your on the Tib Evo team!!

Subject: WIP: Tiberium Sun Infantry

Posted by [PiMuRho](#) on Mon, 30 Jun 2003 22:46:46 GMT

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Titan1x77I Dont see why you couldnt do it....I'd just make it

For the same reason that you couldn't make a Renegade mod for UT2003, or a Red Alert mod for Quake 3. You don't have permission to use that intellectual property. If he "just made it" as you suggest, then it's highly likely that a few months down the line, when it's all up and running and looking good, that he gets a Cease & Desist notice, and it all has to stop.

Subject: WIP: Tiberium Sun Infantry

Posted by [General Havoc](#) on Mon, 30 Jun 2003 23:21:45 GMT

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Models - they look great and I hope you can find a good use for them as they would be quite good in a Tiberian Sun type mod. Didn't read much else because of all the flames but if there skinned good they should look excellent.

Great Work

Who cares if it's Nod or NOD, if you care so much then you must be suffering from a case of ASS.

_General Havoc

Subject: WIP: Tiberium Sun Infantry

Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 23:39:53 GMT

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If you don't care, why'd you post a comment about it?

Subject: WIP: Tiberium Sun Infantry

Posted by [Captkurt](#) on Mon, 30 Jun 2003 23:51:17 GMT

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General HavocModels - they look great and I hope you can find a good use for them as they would be quite good in a Tiberian Sun type mod. Didn't read much else because of all the flames but if there skinned good they should look excellent.

Great Work

Who cares if it's Nod or NOD, if you care so much then you must be suffering from a case of ASS.

_General Havoc

realy, dito.

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 23:52:24 GMT
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AircraftkillerIf you don't care, why'd you post a comment about it?
you make no sense

Subject: WIP: Tiberium Sun Infantry
Posted by [Titan1x77](#) on Mon, 30 Jun 2003 23:58:09 GMT
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What if he doesnt use the same exact names and models everything his self?

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Tue, 01 Jul 2003 00:01:41 GMT
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Titan1x77What if he doesnt use the same exact names and models everything his self?
You can do, believe me. you can and nobody will be bothered. I know this to be the case. just trust me.

Subject: WIP: Tiberium Sun Infantry
Posted by [Joey-Y](#) on Tue, 01 Jul 2003 00:02:33 GMT
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notice ACK still didnt say anyhting about what i said...

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Tue, 01 Jul 2003 00:04:19 GMT
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Joey-Ynotice ACK still didnt say anyhting about what i said...
yea, but now you've put the banana in his face so the monkey will prob. now.

Subject: WIP: Tiberium Sun Infantry
Posted by [Titan1x77](#) on Tue, 01 Jul 2003 00:06:35 GMT

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CaptkurtTitan1x77What if he doesnt use the same exact names and models everything his self? You can do, believe me. you can and nobody will be bothered. I know this to be the case. just trust me.

I'd do it....I dont know how a mod for any game...can be stopped once it's made.

And you Can't get sued for something that makes no money...unless it's an original piece of software that's pirated...and mod exchanges isnt part of pirating

Subject: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Tue, 01 Jul 2003 00:08:45 GMT
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believe me. it's ok

Subject: WIP: Tiberium Sun Infantry
Posted by [SpartnII](#) on Tue, 01 Jul 2003 00:48:03 GMT
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back to the topic....does ANYONE know who i can contact about making a Tiberium Sun mod for BF1942? i mean, they both were made by EA, but i need to know who to contact

Subject: WIP: Tiberium Sun Infantry
Posted by [PiMuRho](#) on Tue, 01 Jul 2003 06:50:34 GMT
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Titan1x77CaptkurtTitan1x77What if he doesnt use the same exact names and models everything his self? You can do, believe me. you can and nobody will be bothered. I know this to be the case. just trust me.

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Just read this: <http://www.3dactionplanet.com/features/q3dmhellchick/iplaw/>

also, try this analogy for size:

Make your own cartoon using Flash. Base it on the Simpsons, Mickey Mouse, any well-known characters. See how long it takes for you to get a C&D order after you release it.

Whether you understand it or not, mods get shut down for breaching copyright. You are using someone else's property. They have a right and an obligation to prevent you from doing so. If they don't, then they could have problems later on if they have to defend it in court. Copyright has to be actively protected.

Another example: You make a Renegade mod, based on your own original ideas. Then you notice that someone else has taken your ideas, and used them in their own mod for another game without asking permission. Do they have the right to do this? Of course not. You own that copyright.

Obviously, there's no guarantee that EA will shut down a TS mod, or a BF1942 mod. You just need to be aware that they can.

Subject: WIP: Tiberium Sun Infantry
Posted by [Deafwasp](#) on Tue, 01 Jul 2003 07:22:50 GMT
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I love how ACK is always superior. Even when he is wr..... Heh, never seen him wrong.

Subject: WIP: Tiberium Sun Infantry
Posted by [Aircraftkiller](#) on Tue, 01 Jul 2003 07:32:23 GMT
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Joey-Ynotice ACK still didnt say anyhting about what i said...

Notice that PiMuRho did, and that's all that needed to be said. Maybe if you actually read something...

Quote:Because they're making a modification for a game made by Westwood, based on another game made by Westwood. If they were making it for another game, then they wouldn't be able to.

Subject: WIP: Tiberium Sun Infantry
Posted by [warranto](#) on Tue, 01 Jul 2003 08:08:04 GMT

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First of all to finish the Nod/NOD stuff. ACK is right in his corrections. Using the quotes that SpartnII gave:

<http://westwood.ea.com/games/ccuniverse/tiberiansun/NOD/main.html>

In this link, it proves by itself that it's Nod. Here's a few quotes from that page. These are direct quotes (copy and paste), all I did was bold the important parts:

Though Kane is no longer with us, his vision lives in our commitment to our Nod Brethren. The Brotherhood of Nod desires a world of peace, unity and eternal fraternity.

Oh, but wait! Doesn't the top of the page say "THE BROTHERHOOD OF NOD"? But wait! IT'S ALL IN CAPS, THAT DOESN'T MEAN THAT IT'S AN ACRONYM!

As for the secod link: <http://westwood.ea.com/games/ccuniverse/tiberiansun/NOD/html/sub1.html> Notice it has Kane, Nod and GDI all capitalized? There trying to point out the major factions of the game. As for the link having NOD... so what your saying that Tiberium Sun is spelled tiberiumsun -with no capitals? And that Westwood is spelled westwood -again with no capitals? After all, if it's in the link, it must be true.

So as you can see, SpartnII actually helped ACK's position in this matter.

As for the copyright stuff, I need to do further research on the matter, and re read the posts relating to this discussion, then everyone can make a well informed decision regarding the law rather than assuming that they know it. Though didn't someone try to make a starcraft mod, or suggest one, only to get shut down by Blizzard?

Subject: WIP: Tiberium Sun Infantry
Posted by [Try_lee](#) on Tue, 01 Jul 2003 08:11:30 GMT
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Ummmmm... yea...

Anyway, nice looking models, I can't wait to see them skinned!

Subject: WIP: Tiberium Sun Infantry
Posted by [Titan1x77](#) on Tue, 01 Jul 2003 09:43:52 GMT
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PiMuRhoTitan1x77CaptkurtTitan1x77What if he doesnt use the same exact names and models everything his self?

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Obviously, there's no guarantee that EA will shut down a TS mod, or a BF1942 mod. You just need to be aware that they can.

True

Subject: WIP: Tiberium Sun Infantry
Posted by [forsaken](#) on Tue, 01 Jul 2003 15:24:41 GMT
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about the 'Nod' thing, i think ack does it just to screw around with some of you and get you all upset over such a simple problem

Subject: WIP: Tiberium Sun Infantry
Posted by [General Havoc](#) on Tue, 01 Jul 2003 16:20:07 GMT
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What were the special gdi and nod units in Tiberian Sun such as Tanya in Red Alert. I only had the game for a short time and didn't play the multiplayer, jsut wonering what special units each side had. I remember the ghost stalker, but were there any others?

_General Havoc

Subject: WIP: Tiberium Sun Infantry

Posted by [Joey-Y](#) on Tue, 01 Jul 2003 16:48:23 GMT

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just because I overlook a single thread by accident doesnt mean I did it on purpos...ACK face it, most the comunity hates your guts

Subject: WIP: Tiberium Sun Infantry

Posted by [Spartnll](#) on Tue, 01 Jul 2003 17:36:46 GMT

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well this thread has officially gone to shit so im not going to bother posting here anymore

If you actually want to talk to me about my models, private message me and ill be happy to answer any questions you have

oh and by the way warranto..

"Tiberium and are using it for the benefit of your brothers and sisters. Secret NOD facilities are creating new"

Direct quote from the site

it says Nod and NOD :rolleyes: :rolleyes: :rolleyes:

Now lets all shutup about how its spelt

Subject: WIP: Tiberium Sun Infantry

Posted by [Wild1](#) on Tue, 01 Jul 2003 19:38:02 GMT

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General HavocWhat were the special gdi and nod units in Tiberian Sun such as Tanya in Red Alert. I only had the game for a short time and didn't play the multiplayer, jsut wonering what special units each side had. I remember the ghost stalker, but were there any others?

_General Havoc

Umagon was one, Cyborg Commando, and the Ghost Stalker. I think those were them. Umagon wasn't available in Miltiplayer.

Subject: WIP: Tiberium Sun Infantry

Posted by [xpontius](#) on Tue, 01 Jul 2003 19:46:02 GMT

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Quote:Wild1 Posted: Tue Jul 01, 2003 10:38 pm Post subject:

General Havoc wrote:

What were the special gdi and nod units in Tiberian Sun such as Tanya in Red Alert. I only had the game for a short time and didn't play the multiplayer, jsut wonering what special units each side had. I remember the ghost stalker, but were there any others?

_General Havoc

Umagon was one, Cyborg Commando, and the Ghost Stalker. I think those were them. Umagon wasn't available in Miltiplayer.

U mentioned the cyborg commando but u forgot the mammoth Mk something.

Subject: WIP: Tiberium Sun Infantry
Posted by [OrcaPilot26](#) on Tue, 01 Jul 2003 19:47:27 GMT
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Those TS infantry models rival the ones used in RenAlert, and I think RenAlert is the only mod which replaces all the Renegade characters.

I can't belive ACK and CaptKurk still argue, haven't they realized that none of them will be able to win an argument, (well, I guess ACK won the argument about CaptKurks version of glacier) seriously what's the point.

Subject: WIP: Tiberium Sun Infantry
Posted by [Wild1](#) on Tue, 01 Jul 2003 19:47:50 GMT
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The hell are you talking about? the Mammoth Mk II was a vehicle. We are talking about hero units(infantry).

Subject: WIP: Tiberium Sun Infantry
Posted by [Aircraftkiller](#) on Tue, 01 Jul 2003 20:44:27 GMT
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Joey-Yjust because I overlook a single thread by accident doesnt meen I did it on purpos...ACK face it, most the comunity hates your guts

So you speak for the community? Blanket statements are asinine! One would think you would have figured this out by now!!!

Subject: WIP: Tiberium Sun Infantry
Posted by [mike9292](#) on Tue, 01 Jul 2003 23:12:46 GMT
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Can u fcking people pick a topic and stay on it!
