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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 17:41:55 GMT

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after 3 hours of modeling and 2 hours of skinning i finally finished it

here is a pic

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [TheMouse](#) on Mon, 30 Jun 2003 17:45:20 GMT

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nice!

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Subject: Re: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Captkurt](#) on Mon, 30 Jun 2003 17:45:26 GMT

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Havoc 89after 3 hours of modeling and 2 hours of skinning i finally finished it

here is a pic

Not bad. I don't think your finished yet. but not bad so far.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Spartnll](#) on Mon, 30 Jun 2003 17:45:33 GMT

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very nice model, and very nice skin, well done Havoc

only thing i suggest, is making the cockpit a lil bit bigger (longer not wider)

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [ohmybad](#) on Mon, 30 Jun 2003 17:46:08 GMT

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Nice job :bigups:

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 17:47:41 GMT  
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hmm yeah k ill make it longer

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [xpontius](#) on Mon, 30 Jun 2003 19:22:48 GMT  
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ahh the memories come bak and make me want to play TS again sometime

Keep up the good work

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 19:33:10 GMT  
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its a bit short but otherwise i love it  
and boy and girls, dont forget to take your daily dosage of NOD road kill!

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [maytridy](#) on Mon, 30 Jun 2003 19:56:00 GMT  
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Very nice.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Titan1x77](#) on Mon, 30 Jun 2003 20:07:27 GMT  
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Nice...I'd like to play any type of TS mod someday :rolleyes: Damn Reborn and their private beta's

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Sir Phoenixx](#) on Mon, 30 Jun 2003 20:15:39 GMT  
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(Refer to images below)

Your model looks pretty short (at least 75% as long as it should be). Should be enlarged considerably.

The turret could use some more detail, and the antennas could be alot larger.

The base of the turret (the grey thing) could use alot more work.

The gap between the top and bottom rocket pods should be smaller.

There should be those 3 exhaust tube things on each side of the vehicle.

The intakes on the top of the sides of the mrls should be raised a little and given a little more detail.

The cockpit should be alot longer and wider.

It's a decent mrls, but very very plain, could use alot more detail and scaling.

---

Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Captkurt](#) on Mon, 30 Jun 2003 21:46:35 GMT

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Sir Phoenixx(Refer to images below)

Your model looks pretty short (at least 75% as long as it should be). Should be enlarged considerably.

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The cockpit should be alot longer and wider.

It's a decent mrls, but very very plain, could use alot more detail and scaling.

ooh nice. very nice.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [spreegem](#) on Mon, 30 Jun 2003 22:01:13 GMT

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Pretty good model so far.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Nodbugger](#) on Mon, 30 Jun 2003 22:24:10 GMT

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sir pheonix, was one fo thsoe images mirrored? look at the lcoation of the cockpit.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [ohmybad](#) on Mon, 30 Jun 2003 23:15:03 GMT

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Yeah, I thought that was kinda weird :eh:

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [gendres](#) on Mon, 30 Jun 2003 23:24:20 GMT

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If you look closely you can see that its actualy the same picture, only that one is closer to the MRLS than the other and it IS mirrored

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [General Havoc](#) on Mon, 30 Jun 2003 23:34:08 GMT

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It was indeed called a Hover MLRS in Tiberian Sun.

Hover Multiple Launch Rocket System

\_General Havoc

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Sir Phoenixx](#) on Tue, 01 Jul 2003 00:23:26 GMT  
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Nodbuggersir pheonix, was one fo thsoe images mirrored? look at the lcoation of the cockpit.

Yes... I was going to post "The cockpit should be longer and wider and located on the other side of the mrls", but after looking at the other picture I realized they were the same thing so I left that little part out...

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [ohmybad](#) on Tue, 01 Jul 2003 03:09:38 GMT  
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Quote:after 3 hours of modeling and 2 hours of skinning i finally finished it

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Havoc 89](#) on Wed, 02 Jul 2003 03:14:20 GMT  
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Sir Phoenixx(Refer to images below)

Your model looks pretty short (at least 75% as long as it should be). Should be enlarged considerably.

The turret could use some more detail, and the antennas could be alot larger.

The base of the turret (the grey thing) could use alot more work.

The gap between the top and bottom rocket pods should be smaller.

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The intakes on the top of the sides of the mrls should be raised a little and given a little more detail.

The cockpit should be alot longer and wider.

It's a decent mrls, but very very plain, could use alot more detail and scaling.

HEHE... k ill do that. but i now the skinning could also use some work too i guess. this might take me about a day to update it.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [laeubi](#) on Wed, 02 Jul 2003 08:32:03 GMT  
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WHY do you psot the whole Images as qutes?

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Try\\_lee](#) on Wed, 02 Jul 2003 10:49:43 GMT  
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Because he likes the pretty pictures?

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Majiin Vegeta](#) on Wed, 02 Jul 2003 11:12:06 GMT  
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LaeubiWHY do you psot the whole Images as qutes?

whats the problem its not like you have to load each image for every time it is on a post..

anyway thats a nice HMRLS the GDI sybol at the from should be the other way around and the camoflauge needs to be darker

but it is VERY nice

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Havoc 89](#) on Wed, 02 Jul 2003 15:56:29 GMT  
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Majiin VegetaLaeubiWHY do you psot the whole Images as qutes?

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---

but it is VERY nice

umm i dont think its flipped. cause look at the TS GDI logo i added on the side of the MRLS so its fine.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Havoc 89](#) on Wed, 02 Jul 2003 16:45:10 GMT

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Ok i made some updates.

1. Resized the cockpit
  2. added more space beteen the 2 rocket pods
  3. added more detail to rocketpods
  4. added a bit more detail to body
  5. a bit more skinned
- 

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [kawolsky](#) on Wed, 02 Jul 2003 17:11:17 GMT

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lol well done

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [maytridy](#) on Wed, 02 Jul 2003 17:22:18 GMT

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Looks better, but I still think that the cockpit needs to be longer.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [pulverizer](#) on Wed, 02 Jul 2003 20:38:00 GMT

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looks good havoc .  
And I think the cockpit looks good, but thats my opinion.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Dante](#) on Fri, 04 Jul 2003 09:04:19 GMT

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now lets work on that uber important skin

that will make or break your model, you could have the most accurate true to life looking anything, but if the skin sucks, so will your overall model.

you have a great base for the start (assuming it is UVW wrapped and one or two files). now add the details to the skin, put some kick ass TS camo on it, and "hover" like the best.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Majiin Vegeta](#) on Fri, 04 Jul 2003 11:19:02 GMT

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Havoc 89Majiin VegetaLaeubiWHY do you psot the whole Images as qutes?

whats the problem its not like you have to load each image for every time it is on a post..

anyway thats a nice HMRLS the GDI sybol at the from should be the other way around and the camoflauge needs to be darker

but it is VERY nice

umm i dont think its flipped. cause look at the TS GDI logo i added on the side of the MRLS so its fine.

thats what i mean..

dante the model looks great even more so he has made the adjustments on the scale and resizing of them bits

but skins are kewl

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Havoc 89](#) on Fri, 04 Jul 2003 17:07:58 GMT

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Dantenow lets work on that uber important skin

that will make or break your model, you could have the most accurate true to life looking anything, but if the skin sucks, so will your overall model.

---



you have a great base for the start (assuming it is UVW wrapped and one or two files). now add the details to the skin, put some kick ass TS camo on it, and "hover" like the best.

oki doki

will do.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [gendres](#) on Fri, 04 Jul 2003 18:44:16 GMT

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Havoc 89Ok i made some updates.

1. Resized the cockpit
2. added more space beteen the 2 rocket pods
3. added more detail to rocketpods
4. added a bit more detail to body
5. a bit more skinned

Its better but it still looks "fat" to me. Try moving the botton vertices up a little.

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Spartnll](#) on Fri, 04 Jul 2003 20:10:48 GMT

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damn, looking pretty good Havoc, but i agree though, i think the skin does need more detail with camo and such, awesome job =O)

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Subject: TiB eVo New version of the Hover MRLS modeled and Skinned  
Posted by [Hossinfefa](#) on Mon, 07 Jul 2003 21:58:14 GMT

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It looks good so far but you need the tubes on the bottom like in the pictures to make it float. Good job so far

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