
Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [npsmith82](#) on Tue, 01 Jul 2003 23:06:44 GMT
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Apologies if anyone thinks this is completely unnecessary, but SpartnII has made some truly great TS infantry models and i think he deserves this.

Unfortunately the original thread was littered with a flaming war. :rolleyes:

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 missile

<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)

So, may the compliments carry on here...
Great job SpartnII, carry on with the good work.

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [mike9292](#) on Tue, 01 Jul 2003 23:14:14 GMT
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good job on those models SpartnII

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Majiin Vegeta](#) on Tue, 01 Jul 2003 23:18:46 GMT
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yep they are nice

flaming will start again anytime soon...

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [General Havoc](#) on Tue, 01 Jul 2003 23:18:51 GMT
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They look great, the GDI disc man looks excellent. With some decent skinning you have a great set of models that you can use in a mod. How many polys are they each?

Great work!

_General Havoc

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [mike9292](#) on Tue, 01 Jul 2003 23:20:27 GMT
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Who will win this topics flamer award? anywayhow long does it take to model something like that

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [npsmith82](#) on Tue, 01 Jul 2003 23:25:17 GMT
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mike9292how long does it take to model omething like that

If you couldn't make out the reply he posted in the 'other' thread amongst all the flames, here it is again.

SpartnIIWell 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 becuae i had no idea how he should look, and only came up with a pack and breifcase And the Disk Thrower like 30 minutes
Hope this helps.

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [mike9292](#) on Tue, 01 Jul 2003 23:27:41 GMT
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o

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [maytridy](#) on Wed, 02 Jul 2003 02:09:42 GMT
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Great models!

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Spartnll](#) on Wed, 02 Jul 2003 02:35:32 GMT
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wow...thankx Npsmith =O)...i really appreciate you doing that, you didn't have to

and thankx for all the compliments on the models guys =O)

the polycount of them all are around 3000

also guys i could REALLY REALLY use some advice on how the following units should look...

Nod Rocket Soldier
Nod Engineer
GDI Engineer

Also do you all think that the jump jet infantry for GDI should look different besides the pack on his back?

i would really appreciate some 2d art of them if someone gets bored =O)

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Madtone](#) on Wed, 02 Jul 2003 02:46:53 GMT
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Spartnllwow...thankx Npsmith =O)...i really appreciate you doing that, you didn't have to

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Well i think for the Jump Jet guy, have him a bit thinner maybe, lanky is the term i would use....

Also give him a cool stylish sleek aerodynamic helmet

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Spartnll](#) on Wed, 02 Jul 2003 03:14:47 GMT
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heh, i was planning on making the helmet a little bit different for the jump jet infantry, but besides taht no idea

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Cebt](#) on Wed, 02 Jul 2003 12:51:27 GMT
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for teh rocket launcher guy i would propose to give himsome kind of missile holder on the back or something with some rockets in

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [npsmith82](#) on Wed, 02 Jul 2003 15:01:18 GMT
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How about some kinda steering module extending from the jetpack to the guys hands/arms?

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Spartnll](#) on Wed, 02 Jul 2003 15:31:51 GMT
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yea those could work

I had the idea of a "rocket pack holder" for the rocket soldier, but every design i made looked frickin gay...so

also put the name of the unit your talking about in the subject line if you don't mind =O)

and i also was planning the handled for the jump jet infantry, but just havent started it yet

thankx for all the feedback so far guys!

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [gendres](#) on Wed, 02 Jul 2003 18:09:32 GMT
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you can use this as a reference

<http://www.n00bstories.com/image.fetch.php?id=1149902355>

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [SpartnII](#) on Wed, 02 Jul 2003 18:25:51 GMT
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thankx Gendres! that concept will really help me, to bad there isn't other infantry ones like that

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [kawolsky](#) on Wed, 02 Jul 2003 18:43:18 GMT
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great models SpartnII

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [ohmybad](#) on Wed, 02 Jul 2003 18:57:57 GMT
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Nice :bigups:

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [pulverizer](#) on Wed, 02 Jul 2003 20:40:37 GMT
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yes yes, your models are very nice.
maybe you can make a cyborg commando?

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [SpartnII](#) on Wed, 02 Jul 2003 22:48:24 GMT
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heh, im thinking about making a Cyborg and Commando...i also forgot about the GDI Medic, gotta make him to

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [laeubi](#) on Wed, 02 Jul 2003 23:29:41 GMT
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What about skinning them?

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [SpartnII](#) on Wed, 02 Jul 2003 23:54:46 GMT
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not really sure, my friend Swampy is UVWmapping the Nod Soldier, and i think Havoc 89 is also uvwmapping the Nod soldier and GDI soldier

as for the rest...no idea

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [gendres](#) on Thu, 03 Jul 2003 05:13:01 GMT
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Hey, maybe you can use this too

<http://www.tiberiumsun.com/gameinfo/images/renderings/render01.jpg>

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [SpartnII](#) on Fri, 04 Jul 2003 02:13:52 GMT
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thankx!

once i finish this ship im working with on my mod, ill work on the jump jet infantry and touch up some current units, then go to work on other things such as the cyborg and cyborg commando

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [SpartnII](#) on Fri, 04 Jul 2003 21:37:51 GMT
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well i started work on the Jump Jet, and even though the pack is only like 20-30 minutes of work, i thought id show you guys anyway

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

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [gendres](#) on Sat, 05 Jul 2003 05:49:42 GMT
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WOW!

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [ohmybad](#) on Sat, 05 Jul 2003 15:35:25 GMT
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:bigups:

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [SpartnII](#) on Sat, 05 Jul 2003 22:02:22 GMT
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I said that i was never satisfied with how the GDI helmet looked, so thankx to Gendres's link to a GDI Jump Jet Concept (<http://www.n00bstories.com/image.fetch.php?id=1149902355>) i made this!

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

its not totally done yet but i think it looks ALOT better, comments please =O)

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [gendres](#) on Sat, 05 Jul 2003 22:50:01 GMT
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verny nice

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [MisterGoid](#) on Mon, 07 Jul 2003 19:56:50 GMT
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you should try modding for half life 2 or doom 3. everyone should go download the leaked doom 3 alpha and then the 600 mb E3 half life 2 movie... the future of gaming looks so fucking good.

the reason i say that those is that the models seem to be too detailed for renegade or BF1942. I dont mod, so dont flame me if im wrong... But it seems that you pay attention to all the little details and you're stuff looks great because of it. its just my opinion, but i think you should focus on modding for an engine that can handle it.

keep up the awesome looking work.

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [PiMuRho](#) on Mon, 07 Jul 2003 20:03:09 GMT
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They're a bit under poly for a Doom 3 model. They're comprised of 2 models - the basic mesh that you see in-game (around 3-5000 polys) and a super high-poly version (100k+ polys) that they use as a texture and normal map on the base mesh (which is why they look so detailed).

HL2 player models are about 5000 polys.

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Hossinfefa](#) on Mon, 07 Jul 2003 21:36:21 GMT
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There very good Maybe you should try making fire come out the ends, and you can make a control system on his arms or have some steering device or somethin. Other than that nice job!

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Hossinfefa](#) on Mon, 07 Jul 2003 21:41:06 GMT
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Whoops I almost forgot you could make a gas tank too.

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Spartnll](#) on Wed, 09 Jul 2003 19:11:35 GMT
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Ah! Hey sorry guys ive been really busy lately, thats why i havent been updating

But enough of the waiting, heres updates

Ive been working on a new helmet as you guys have seen and its finally done

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Try_lee](#) on Sun, 13 Jul 2003 01:11:54 GMT
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Keep on working, I can't wait until you skin them!

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Havoc 89](#) on Sun, 13 Jul 2003 03:31:55 GMT
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those are some f**kin kool stuff.

man u should make Master Chief From Halo 2. i bet u will make an exact duplicate of it

EDIT: i made it a long time ago. <http://www.n00bstories.com/image.fetch.php?id=1270319850>

i know it sux.

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [PiMuRho](#) on Sun, 13 Jul 2003 07:03:07 GMT
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Is the flat bit on his head for landing helicopters on?

Subject: RePosted: "WIP: Tiberium Sun Infantry"
Posted by [Spartnll](#) on Sun, 13 Jul 2003 18:54:46 GMT
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heh, that was kinda mean pimruho =O(but you have a point heh. But anyway heh

thankx for the compliment guys, i think its pretty much done

Only thing left is a Medic, and then i gotta make totally new guys =O\ (Cyborg and Cyborg Commando)

o well, ill start work on them sometime

anymore comments and crit are welcome
