
Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [pulverizer](#) on Sat, 29 Mar 2003 18:37:03 GMT

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<http://www.n00bstories.com/image.view.php?id=1466136331&gallery=1577>

I am bussy re-skinning the titan skin.

any suggestions of the legs?

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Predator](#) on Sat, 29 Mar 2003 18:45:39 GMT

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ummm is it gonna be small, do u climb a ladder to get in? cause i have realizd that if you tinker with norm renegade vehics and make em to tall suspension than you can get in.... :oops:

...it's missin the 13.....

they look good and can't wait to see em walkin around blastin the shit outta everything...

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Rich\[HN\]](#) on Sat, 29 Mar 2003 19:48:04 GMT

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Sw33t Man!

I can't wait

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Titan1x77](#) on Sat, 29 Mar 2003 20:02:56 GMT

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looks good!!

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 20:19:21 GMT

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Looks like crap. That isn't a skin, it's just a badly done Paint camo pattern applied to the model with UVW Mapping.

Please, learn to really skin a model, then try again.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [JCOOL91](#) on Sat, 29 Mar 2003 20:33:35 GMT

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ACK you are so negative no one likes you because of this y dont u get a boyfriend and bitch at him. U think ur the best at everything. If u put someone down shouldnt you tr y and help em??? Man ur such a bitch i wanted to ask u for help once and u bit my head off u never help ne one so dont put people down unless ur willing to help.. If u notice u are the only one saying this skin is bad so go some where else if you are gonna be an ass.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Predator](#) on Sat, 29 Mar 2003 21:04:30 GMT

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Quote:ACK you are so negative no one likes you because of this y dont u get a boyfriend and bitch at him. U think ur the best at everything. If u put someone down shouldnt you tr y and help em??? Man ur such a bitch i wanted to ask u for help once and u bit my head off u never help ne one so dont put people down unless ur willing to help.. If u notice u are the only one saying this skin is bad so go some where else if you are gonna be an ass.
i have that pat of his personality clarified with 1 word in my sig

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 21:18:53 GMT

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You know, generally, you don't tell someone to go away for being an ass while being one yourself.

GO GO GADGET HYPOCRITE!

Seems like you didn't notice that I told him to learn how to skin. That's a form of help, you imbicle.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Cebt](#) on Sat, 29 Mar 2003 21:30:09 GMT

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ACK you say that you dont want people to spam and i respect that but what you do here is spam also, he asked for suggestions not for you to come and tell him that his work sucks or anything, if you think its that bad then come with some good suggestions on HOW he can change it

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [spreegem](#) on Sun, 30 Mar 2003 01:58:23 GMT

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ACK I like ur levels but ur just an ASS why don't you try and help and not just say that everything you do is the best and everythings other people do is shit I think the skin looks great also can't wait to see the Titan in action
P.S. ACK your an ASS

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)
Posted by [spreegem](#) on Sun, 30 Mar 2003 02:21:10 GMT
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:twisted: AircraftKiller your maps are ok and are pretty cool. I think you need to go to special help. You keep bragging that every thing you make is the best but then when somebody else makes somthing you say that it sucks, is shit, and they cant do anything good at all. instead of saying negative things all the time TRY TO HELP PEOPLE YO ASS I THINK THAT THE TITAN LOOKS GREAT IF YOU ASK ME.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)
Posted by [Deafwasp](#) on Sun, 30 Mar 2003 02:38:07 GMT
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Why dont you ust not say skin and say texture. ACK woukd put it "shitty texture".

Also I bet your polycout is high. I look at the rounded parts. has to have more than 10sides.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)
Posted by [Aircraftkiller](#) on Sun, 30 Mar 2003 04:12:27 GMT
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CebtACK you say that you dont want people to spam and i respect that but what you do here is spam also, he asked for suggestions not for you to come and tell him that his work sucks or anything,

if you think its that bad then come with some good suggestions on HOW he can change it

Do you people have problems reading?

I gave him a suggestion - learn how to skin. :rolleyes:

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)
Posted by [Havoc 89](#) on Sun, 30 Mar 2003 04:53:31 GMT
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lol... haha... Man... you guys crack me up!!!

well i gotta say. that texture aint bad... but i made a better one... i think ill look better...

Here is a Picture... well i kinda made these textures in like 5 mins. so they arnt that great.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [bigwig992](#) on Sun, 30 Mar 2003 05:01:03 GMT

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Aircraftkiller You know, generally, you don't tell someone to go away for being an ass while being one yourself.

GO GO GADGET HYPOCRITE!

Seems like you didn't notice that I told him to learn how to skin. That's a form of help, you imbicle.

Haha! :rolleyes:

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [PiMuRho](#) on Sun, 30 Mar 2003 08:01:00 GMT

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Aircraftkiller You know, generally, you don't tell someone to go away for being an ass while being one yourself.

GO GO GADGET HYPOCRITE!

Seems like you didn't notice that I told him to learn how to skin. That's a form of help, you imbicle.

Remember, it's "imbecile", not "imbicile".

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Blazer](#) on Sun, 30 Mar 2003 08:28:37 GMT

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Predatorummm is it gonna be small, do u climb a ladder to get in? cause i have realizd that if you tinker with norm renegade vehics and make em to tall suspension than you can get in....

You just have to set the transitions right and you can get in fine. Case in point the controllable guard towers in Acks map(s).

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [TheMouse](#) on Sun, 30 Mar 2003 19:03:05 GMT

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AircraftkillerLooks like crap. That isn't a skin, it's just a badly done Paint camo pattern applied to the model with UVW Mapping.

Please, learn to really skin a model, then try again.

I think it looks fine.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Nashtl](#) on Sun, 30 Mar 2003 19:57:32 GMT

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hey guys well i do not know anything about creating all these things and the program u use

just by the look of the legs like you showed the only but is the color it looks like an animals skin when i think it should be metal looking but thats jus my opinion !! try a little clearer color i think so to its allmos a pale green and thats way to green

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [maj.boredom](#) on Mon, 31 Mar 2003 16:20:05 GMT

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No no, the Camo matches the environment just fine. Just look at the small pic. It's got a rusty-desert-GDI look to it.

Good job!

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [DarkOmen](#) on Mon, 31 Mar 2003 17:34:32 GMT

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i've seen the poly count of the titan on another pic, 6700 polys , lol, what do you want to do if a whole team buys titans, just one word : LAG..

anyway, the texture looks like crap, it's not a skin, it's just a texture, like aircraftkiller said before... there is a function called UVW Unwrap in gmax, learn to use it :rolleyes:

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [pulverizer](#) on Mon, 31 Mar 2003 18:47:40 GMT

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1: the titan has 3556 polys

2: I'm wanted to show the texture, that's all. I'm learning using the UWV unwrap. but I wanted to show the texture, and I wanted some suggestions about the texture.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Sparxxx](#) on Mon, 31 Mar 2003 20:01:12 GMT

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slayer1: the titan has 3556 polys

Try 1500-2000 polys or better below this.

(And the details on a model come from the skinn and not the model itself)

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Havoc 89](#) on Mon, 31 Mar 2003 20:38:43 GMT

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well before you say poly is too much to slayer... say that to me... cause that titan is actually mine... i let them use it. and i know the poly is a bit too high... but i just made it for fun... i didnt know anyone was gonna use it. so i made it pretty detailed. :rolleyes:

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [spreegem](#) on Tue, 01 Apr 2003 01:37:48 GMT

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I think I heard something about hidden polys somewhere that you can delete I don't know is there even such a thing as hidden polys even???

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Havoc 89](#) on Tue, 01 Apr 2003 01:52:25 GMT

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yes there are such things... you just delete the polys that you dont see.

Subject: TITAN SKIN UPDATE (TIBERIAN REVOLUTION)

Posted by [Cebt](#) on Tue, 01 Apr 2003 11:04:18 GMT

Quote:I think I heard something about hidden polys somewhere that you can delete I don't know is there even such a thing as hidden polys even???

we havent done anything about the model yet we will i can tell you that and were also gonna change that skin, slayer said that he wanted suggestions to make it beter and for now i havent seen much usable suggestions

and ACK: "learn to skin" isnt a good usable suggestion
