
Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:01:44 GMT
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With the AGT nearing completion, I'm about to start work on the next building; the Temple of Nod. This is going to be the toughest building of all. I have the W3D of the temple but it is missing the back. What I am wondering is, can someone out there make me a map with a purchase terminal (so I can buy a sniper to use the scope) and just the Temple of Nod? The building only needs the exterior, I don't plan on needing to see anything inside it.

Anyone????

Subject: Attention Modders: Project T needs your help!
Posted by [KIRBY098](#) on Thu, 18 Mar 2004 19:07:51 GMT
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There is no longer any competent help here. All that's left is me, K9, hareless, and a bunch of n00bs who have just discovered the game in thier multigame pack from our buddies at EA who are squeezing every last dollar from the memory of Westwood.

Sorry.

Subject: Attention Modders: Project T needs your help!
Posted by [Sanada78](#) on Thu, 18 Mar 2004 19:15:16 GMT
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Yeah, there's just no hope left in this community to help anyone. :rolleyes:

What exactly do you need Jeff? You just want the Temple of Nod on a plane and be able to buy snipers?

Or, you could just use ACK's Country Meadow map as it has this building in it.

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:15:58 GMT
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Bummer. I really need help.

Finished this one:

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:19:18 GMT
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And nearly finished with this one:

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:20:59 GMT
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Sanada78Yeah, there's just no hope left in this community to help anyone. :rolleyes:

What exactly do you need Jeff? You just want the Temple of Nod on a plane and be able to buy snipers?

Or, you could just use ACK's Country Meadow map as it has this building in it.

Country Meadow, eh? I'll give it a go tonight. Yeah, I just need to see some of the details so I can model it. Thanks for the heads up! Now, WTF didn't ACK tell me it was in that map?

Subject: Attention Modders: Project T needs your help!
Posted by [Sanada78](#) on Thu, 18 Mar 2004 19:25:39 GMT
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I forgot to mention that it's the TS version of the map that has it, not the original.

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:27:29 GMT
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OK, so I need to get Country MeadowsTS. Whatever it takes to get this building! Thanks again!

Subject: Attention Modders: Project T needs your help!
Posted by [Deactivated](#) on Thu, 18 Mar 2004 19:27:40 GMT
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Country Meadow has only the Shrine, which is nothing compared to the true Temple of Nod.

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:31:04 GMT
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This is the building I'm looking for:

Subject: Attention Modders: Project T needs your help!
Posted by [Sanada78](#) on Thu, 18 Mar 2004 19:31:49 GMT
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Oh yeah...

Dam, I think the only other place you could see this building is from the SP missions near the end, but I think you've already looked at that as you need a back view.

I'll take a look in the Westwood buildings zip file (when I can finally connect to the FTP site) and see if it's in there.

Sorry, got confused by the two.

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:32:05 GMT
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As you can see, my W3D is missing the back. Don't know why, either. I have all the textures I can find for it.

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 19:37:13 GMT
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If that is just the shrine, are there any pics or models of the entire thing?

Subject: Attention Modders: Project T needs your help!
Posted by [MrBob](#) on Thu, 18 Mar 2004 20:00:06 GMT
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KIRBY098There is no longer any competent help here. All that's left is me, K9, hareless, and a bunch of n00bs who have just discovered the game in thier multigame pack from our buddies at EA who are squeezing every last dollar from the memory of Westwood...

Yea, there aren't much "original" members left. And don't forget me, I'm still here.

And Jefflee, I'll try and find the model for you. I'll post later tonight if I found anything.

Subject: Attention Modders: Project T needs your help!
Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 20:24:39 GMT

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It's missing the back because it never had the rear end modeled. It was nudged up against a cliff (Great way to destroy the conception of how the Temple was supposed to be... I don't remember Sarajevo having deserts all around it with no grass at all :rolleyes:)

Since professional 3D artists will delete polygons that aren't visible, the back of it was removed or not even modeled.

It might look a bit like the front... Though I haven't got any good ideas on this one.

Subject: Attention Modders: Project T needs your help!
Posted by [KIRBY098](#) on Thu, 18 Mar 2004 20:45:21 GMT

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<http://bosanskopolje.cjb.net/images/bosna.jpg>

Subject: Attention Modders: Project T needs your help!
Posted by [JeffLee67](#) on Thu, 18 Mar 2004 20:47:39 GMT

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OK, I just looked at the original TD icon of the Temple of Nod and that is all it is. That shrine with the external girders, the tower, and two spires. [Thanks ACK]

Looks like I'll have to freestyle the back. I guess it'll be similar to the front but without the door and archway.

Thanks to all who helped.

Subject: Attention Modders: Project T needs your help!
Posted by [IRON FART](#) on Thu, 18 Mar 2004 23:16:36 GMT

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Its called the Temple of Nod.

In TD i believe you bought it to get the Atomic Bomb.
