
Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [Renardin6](#) on Sat, 10 Apr 2004 17:00:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

TITAN AND WOLVERINE :

GDI Infantry (back pack will be added soon) :

MODELS BY SPARTNII, SKINS by RENARDIN6

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [xptek_disabled](#) on Sat, 10 Apr 2004 17:06:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks great guys.

Hopefully this mod can pull through and make something productive out of all this.

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [gendres](#) on Sat, 10 Apr 2004 17:34:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its great to see this mod still going, and way better than before

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [Oblivion165](#) on Sat, 10 Apr 2004 19:41:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

its the same model, with different skins. Whats that about?

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [deadaim00](#) on Sat, 10 Apr 2004 20:16:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

thats because all the characters on GDI in Tib Sun, were all based on the original soldier.

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [Renx](#) on Sun, 11 Apr 2004 00:36:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Those are some damn good textures though, I had to look the models all over again to make sure they were all the same. Nice work

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [Aircraftkiller](#) on Sun, 11 Apr 2004 00:41:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

deadaim00thats because all the characters on GDI in Tib Sun, were all based on the original soldier.

No, they weren't. All the soldiers were different. There is no way that each soldier will be the exact same height with the same boot size, glove size, and helmet size.

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [Cpo64](#) on Sun, 11 Apr 2004 00:54:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Teher all clones!!! Ahhh! Its attack of the Clones! Ahh, its starwars! run!

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)
Posted by [Oblivion165](#) on Sun, 11 Apr 2004 01:10:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

but it looks like the soldiers were all based of the disk thrower, not the plain soldier. But its been awhile since i played that CNC

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)

Posted by [Jaspah](#) on Sun, 11 Apr 2004 02:29:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Those textures (or skins...) are fucking cool. I might reinstalled C&C Renegade to try RenAlert and Reborn.

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)

Posted by [m1a1_abrams](#) on Sun, 11 Apr 2004 02:59:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

They look good, but the Disc Thrower is still supposed to be gold, not silver. Trust me, he'll look different to the normal soldier when he has a huge backpack. Also, the model should be modified so the Disc Thrower has the elbow mechanism.

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)

Posted by [pulverizer](#) on Sun, 11 Apr 2004 11:41:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I really like the titan and the wolverine. great work. The character textures are nice, but they could be better. I think all helmets needs more detail though. anyways, reborn is getting better. great work.

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)

Posted by [Ceht](#) on Sun, 11 Apr 2004 14:14:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes great work good modeling from Spartn as always

oh and great skins too

Subject: NEW MODELS ! GDI UNITS (CNC REBORN)

Posted by [IRON FART](#) on Sun, 11 Apr 2004 20:05:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Those look really good.
