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Subject: Re: C&C Tiberian

Posted by [Starbuzz](#) on Thu, 03 Jan 2008 22:02:18 GMT

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R315r4z0r wrote on Thu, 03 January 2008 19:47

2. If that looks like a Covenant Elite from Halo, than I want to know what version of Halo you are playing. It looks nothing like it. I mean for starters it is like 8x the body mass of an Elite. Elites actually have mouths. And the head of this creature is actually on its shoulders, not in its chest... and that is only a few differences.

C'mon Razor! You can do better than that. Won't it be stupid if they copied it limb for limb?

You should not be looking for direct design concepts but rather ideas when looking to spot similarities.

It does not matter if it's larger or have mouths or where the head is located. Remember, we are looking for ideas and not direct similarities.

For example, the shape of the head (the banana style) reflects that of Elites. That head style was pioneered by H.R. Giger's Alien. And the eyes/noses/mouths are taken off and replaced by blue lights. That "lights instead of faces" design is based on the aliens in Breed (a game that itself is a shameful cheap copy-cat of Halo).

The bottomline is that it is completely alright to use design concepts from other concepts but it gets frustratingly repetitive to see an "Elite themed" Scrin bearing down on you.

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