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Subject: Renegade Alert Iron Curtain

Posted by [Aircraftkiller](#) on Sat, 28 Feb 2004 19:57:45 GMT

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florIDIOTCheri-00's.. nice signature, can you teach me about MSpaint sometime?

AircraftKiller or U.S.MinnowKiller.. whatever your highness calls your gayself..

Ok 3 Things real quick.

1. It took you 6 hours to make a "geosphere", 4 cylinders, an extruded spline shape, and 3 poles that you could have duplicated? Were you using 3DStudio DOS? .. 30 minutes to an hour.. an hour tops.. Nodbugger proved that you're slow.. very slow. All he had to do was waste 20 more seconds using a smoothing group.

2. Your 512x512 texture proving that what?.. You can use the clone tool? You can take a texture map from another game and edit it? you can make maps that don't look like anything? Bravo.. you should get a job as a skinner for EA .. or a texture artist at Dreamworks with a portfolio filled with crap like that! .. This is a blazing example why they should kill people who get pirated software and have no idea how to use it. You offend the people who spent their money to it for professional reasons.

3.Lastly. I don't get it.. How do you get a big ball of pink gayness into an Iron Curtain?.. its not even iron.. or a curtain.. Its a "geosphere" attached to some poles.. stupid n00b

Nothing like the quibbling of amateur at best 3d artists while drinking some coffee, I must thank all of you for making my morning. continue your feverish preenings over polygons.

I think your forum nickname shows a lot for your mentality.

1. It took six hours because finding the proper edges to create the bars from the geosphere wasn't a simple process. Sure, I could have taken it and made it quick like NodRetard did... I believe in quality, not how fast something can be made.

2. Actually, my texture shows how easy it is to make a rock texture from Photoshop's cloud rendering and lighting effects. It took 15 minutes to do, after some filtering. Since you seem to know so much about professional software, why didn't you spot the cloud pattern in the rock? Fucking idiot.

3. Why don't you take that up with Westwood Studios or Electronic Arts? Looks just like the images from Red Alert. Since you don't like that structure from the game, what the fuck was the point of posting anything here?

4. Quote:Nothing like the quibbling of amateur at best 3d artists while drinking some coffee, I must thank all of you for making my morning. continue your feverish preenings over polygons.

Oooh, the irony of this...

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