Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Genocide on Sat, 26 Feb 2005 15:31:34 GMT
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Our Fantastic artist TGZ has completed Unadahms second character, the Dark Knight, he will be equiped with a sword and shield as you can see, here are some pictures and stay tuned for ingame shots.

W3D Shot:

http://www.fofmod.com

geno-

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by glyde51 on Sat, 26 Feb 2005 15:40:38 GMT
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I love this mod, must have it!!!

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Burn on Sat, 26 Feb 2005 16:00:05 GMT
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That guy must have a tough time walking.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Sir Phoenixx on Sat, 26 Feb 2005 16:01:02 GMT
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That looks pretty good. What does the front of the shield look like?

The armor looks like it could use scratches, dents, and maybe a couple weld lines.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Genocide on Sat, 26 Feb 2005 16:37:24 GMT
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He will be 2.0 meters high and our default character height is 1.7 meters so his quite tall, this guy has been training in the underworld for along time so i think his armour isnt that much of a struggle.

the texture will get some rust/blood/dents etc in the future, here is a picture of the front shield.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Naamloos on Sat, 26 Feb 2005 16:54:18 GMT
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All that stuff on the site look's good. Kinda reminds me of some MMORPG's.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by IRON FART on Sat, 26 Feb 2005 16:56:58 GMT
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Whoa...Thats really good looking!

Good work.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Havoc 89 on Sat, 26 Feb 2005 17:17:25 GMT
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Very nice stuff. Looks very awesome.

Subject: Re: Fist Of Fate - Undahm's Dark Knight
Posted by Deactivated on Sat, 26 Feb 2005 17:34:56 GMT
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GenocideOur Fantastic artist TGZ has completed Unadahms second character, the Dark Knight, he will be equiped with a sword and shield as you can see, here are some pictures and stay tuned for ingame shots.

I thought TGZ said he won't be making any more models and concentrate on 2D stuff instead?

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Spice on Sat, 26 Feb 2005 21:18:21 GMT

Jaw Drops

Holy .... This wins the "Best public made character on the W3D engine" award.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Oblivion165 on Sat, 26 Feb 2005 21:33:12 GMT

Holy shit.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Jaspah on Sun, 27 Feb 2005 00:17:12 GMT

Too bad you guys arn't using Source, the model really needs specular lighting.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by M1Garand8 on Sun, 27 Feb 2005 01:37:11 GMT

Total ownage.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by CnCsoldier08 on Sun, 27 Feb 2005 03:14:38 GMT

Dude, you should just switch to Source

the model looks excellent, but imagine it on Source, you would have a much better fanbase..instead of your small, tiny one you have now.

Raise your hand if you want FoF to go to Source.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by SuperFlyingEngi on Sun, 27 Feb 2005 03:32:02 GMT

That's awesome.

Poly count?

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Chronojam on Sun, 27 Feb 2005 04:51:24 GMT
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As much as I want this for W3d, you guys can expand the game to how you really really want it-- AND have it look better-- with Source...

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Everyone on Sun, 27 Feb 2005 07:07:47 GMT
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Isn't renegade capable of specular lighing? It would you great if you could have the light effect that sakura's heli had.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Deactivated on Sun, 27 Feb 2005 09:50:49 GMT
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EveryoneIsn't renegade capable of specular lighing? It would you great if you could have the light effect that sakura's heli had.

It is, but the feature is disabled.The effect on Comance is not specular lighting. It's just a transparent texture wrapped around the model.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Slash0x on Tue, 01 Mar 2005 09:18:05 GMT
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CommandoSREveryoneIsn't renegade capable of specular lighing? It would you great if you could have the light effect that sakura's heli had.

It is, but the feature is disabled.The effect on Comance is not specular lighting. It's just a transparent texture wrapped around the model.
What topic showed how you did that to the mammoth tank or could you just post again how you did it, that would be great. Thanks in advance.

NICE MODEL BTW!

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by cowmisfit on Tue, 01 Mar 2005 12:45:56 GMT
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wow.... this mod deserves a lot more coverage lol.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Deactivated on Tue, 01 Mar 2005 14:09:15 GMT
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CnCsoldier08Dude, you should just switch to Source

the model looks excellent, but imagine it on Source, you would have a much better
fanbase..instead of your small, tiny one you have now.

Raise your hand if you want FoF to go to Source.

He said it won't and FOF will be singleplayer-only.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by cheesesoda on Tue, 01 Mar 2005 18:08:30 GMT
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That's just amazing work. Your team's looking really good, Ash.

Subject: Fist Of Fate - Undahm's Dark Knight
Posted by Genocide on Tue, 01 Mar 2005 18:18:05 GMT
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We do not plan to move to source as we are a Renegade project, id like to thank everyone for the
good comments!

Specular mapping is one thing we will work hard on getting to work in the coming future, who
knows what will happen.

Fist Of Fate is not single-player only.

You can support us by visiting the site or joining our forums where you will find alot more updates,
http://www.fofmod.com

Geno-