
Subject: GDI Medium Tank

Posted by [Spice](#) on Tue, 01 Nov 2005 22:40:22 GMT

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

A small side project I'm working on, my version of the gdi medium tank. I really hated the one in renegade, So I decided the make my own. My next job will be texturing, I thought it would be a suitable project to help myself get better with photoshop.

After I'm done I'm going to set the model up as a replacement and relelase it to the public. It's body demension is the almost exact to the renegade medium tank, so no real advantage here, just visual.

Subject: Re: GDI Medium Tank

Posted by [Dave Mason](#) on Tue, 01 Nov 2005 23:05:37 GMT

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

I like it.

Subject: Re: GDI Medium Tank

Posted by [Jecht](#) on Tue, 01 Nov 2005 23:56:41 GMT

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

it's better than the ren one. good job.

Subject: Re: GDI Medium Tank

Posted by [Sir Phoenixx](#) on Wed, 02 Nov 2005 00:55:38 GMT

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

Looks okay to me, though the model could use more detail.

Subject: Re: GDI Medium Tank

Posted by [icedog90](#) on Wed, 02 Nov 2005 02:14:57 GMT

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

It would be nice if the texture map would be 1024x1024 instead of 512x512. Most of us have nicer computers now and it shouldn't even hamper anyone's FPS noticeably.

Just a suggestion.

Subject: Re: GDI Medium Tank
Posted by [htmlgod](#) on Wed, 02 Nov 2005 03:22:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey now. Some of us are on shitty laptops issued to us by our colleges, built with reliability and long battery life in mind. [Note: that's not to say that this P.O.S. has either]. But yeah, even I could probably handle a few larger textures for vehicles and such. Nice model, Exdeath. Can't wait to see it textured.

Subject: Re: GDI Medium Tank
Posted by [CrazyBastard](#) on Wed, 02 Nov 2005 07:12:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

pretty sweet

Random image: T-85 Main Battle Tank

File Attachments

1) [Type85 Main Battle Tank.jpg](#), downloaded 679 times



Subject: Re: GDI Medium Tank
Posted by [Sir Phoenixx](#) on Wed, 02 Nov 2005 14:09:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

CrazyBastard wrote on Wed, 02 November 2005 02:12Dare I say it looks better than ACk's medium tank
Impossible... He never made a medium tank.

Subject: Re: GDI Medium Tank
Posted by [Aircraftkiller](#) on Wed, 02 Nov 2005 17:22:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks better than the one Sir Phoenixx made? I don't know, judge for yourself. I only painted it so it's not really up to me to decide.

Subject: Re: GDI Medium Tank
Posted by [m1a1_abrams](#) on Wed, 02 Nov 2005 20:36:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slightly off topic, but although people say the Renegade style Medium Tank looks bad, strangely enough it has the same overall shape as the original Tiberian Dawn model from the renders and stuff. That tank had a really dodgy looking turret (quite thin and just differently shaped to the M1 Abrams that it's based on), and a gigantic bore evacuator on the gun barrel.

I just thought I would point this out, because the RenAlert model above is a very accurate representation of the M1 tank, whereas Exdeath's model has a similarly shaped turret to the Tiberian Dawn tank (although probably not deliberately based on it).

Subject: Re: GDI Medium Tank
Posted by [Spice](#) on Wed, 02 Nov 2005 23:25:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Phoenixx wrote on Tue, 01 November 2005 19:55 Looks okay to me, though the model could use more detail.

Any suggestion on what I should add?

The texture map is going to be 1024x1024. I'm trying to leap into photoshop texuring so don't count on the texture looking too good. hehe.

Subject: Re: GDI Medium Tank
Posted by [Sir Phoenixx](#) on Thu, 03 Nov 2005 01:46:44 GMT

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

Quote:Any suggestion on what I should add?

Basic tank parts, parascope/sights on top, the drivers window under the front of the turret, and hatches on top of the turret, etc.

Subject: Re: GDI Medium Tank

Posted by [icedog90](#) on Thu, 03 Nov 2005 03:08:56 GMT

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

Sir Phoenixx wrote on Wed, 02 November 2005 17:46Quote:Any suggestion on what I should add?

Basic tank parts, parascope/sights on top, the drivers window under the front of the turret, and hatches on top of the turret, etc.

I agree. Just add those and I think it'll be quite good.

Subject: Re: GDI Medium Tank

Posted by [YSLMuffins](#) on Thu, 03 Nov 2005 22:09:52 GMT

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

That looks simple and sweet. With a good texture it should look great.

Subject: Re: GDI Medium Tank

Posted by [JeepRubi](#) on Thu, 03 Nov 2005 22:59:16 GMT

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

i have no idea how you guys can texture anything from scratch.

when i attempt to do something it usually looks like i used pain even though i used photoshop.

if someone could tell me how or even give me a tutorial i would be very thankful

Subject: Re: GDI Medium Tank

Posted by [icedog90](#) on Sat, 05 Nov 2005 07:57:17 GMT

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

Jeep Rubi wrote on Thu, 03 November 2005 14:59i have no idea how you guys can texture anything from scratch.

when i attempt to do something it usually looks like i used pain even though i used photoshop.

if someone could tell me how or even give me a tutorial i would be very thankful

<http://st.burst.cc/tutorials.htm>

Subject: Re: GDI Medium Tank

Posted by [JeepRubi](#) on Sat, 05 Nov 2005 14:42:33 GMT

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

Thanks that helped.
