Subject: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Sat, 26 Nov 2005 09:01:30 GMT
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Some Pics of the Nod Obelisk, enjoy :

Model by Exdeath7, Textures by Sloth

Subject: Re: C&C Reborn : Nod Obelisk
Posted by icedog90 on Sat, 26 Nov 2005 09:11:17 GMT
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That looks pretty kickass. Great work.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by ben5015se on Sat, 26 Nov 2005 09:14:28 GMT
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nice job

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Sat, 26 Nov 2005 09:26:57 GMT
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I'll be upset if the front still doesn't animate right.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Sat, 26 Nov 2005 12:21:10 GMT
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icedog90 wrote on Sat, 26 November 2005 03:11That looks pretty kickass. Great work.

Coming from you, Sloth and Ex can be proud!

Thx man.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Sir Phoenixx on Sat, 26 Nov 2005 13:22:13 GMT
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Looks good, you just need to fix the texture on the red crystal, right now it looks like it's rusted and completely scratched up, while it doesn't rust and in the air where it can't be scratched.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by JeepRubi on Sat, 26 Nov 2005 13:22:35 GMT
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AWSOME! I love it (along with everything else in reborn so far)

Subject: Re: C&C Reborn : Nod Obelisk
Posted by rm5248 on Sat, 26 Nov 2005 14:09:32 GMT
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I like it.

Looks very cool.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by danpaul88 on Sat, 26 Nov 2005 15:08:27 GMT
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Sir Phoenixx wrote on Sat, 26 November 2005 13:22Looks good, you just need to fix the texture on the red crystal, right now it looks like it's rusted and completely scratched up, while it doesn't rust and in the air where it can't be scratched.

dunno about it being rusted, but it certainly looks a bit scratched and battered... maybe its just the angle of the screenshots

otherwise it looks v.nice, gj all who were involved

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Jecht on Sat, 26 Nov 2005 15:10:52 GMT
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I love the way you guys do interiors. Great Work.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by sloth4urluv on Sat, 26 Nov 2005 15:47:41 GMT
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chrono I did change the light animation
And the scratchy looking effect on the crystal is animated. looks pretty cool.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renx on Sat, 26 Nov 2005 16:03:16 GMT
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My only complaint is the chairs. They look like they're made from bear skin, and don't fit in with the rest of the environment.

Put the images as thumbnails next time too.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by bandie63 on Sat, 26 Nov 2005 16:24:19 GMT
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Renx wrote on Sat, 26 November 2005 12:03My only complaint is the chairs. They look like they're made from bear skin

ACK must have done the skinning.

But other than that, it looks DAMN sexy.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by JPNOD on Sat, 26 Nov 2005 16:25:08 GMT
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I like the interior that looks awsome. The crystal could be a bit more less bright I think. Actually, it looks fine keep up the good work

---

Subject: Re: C&C Reborn : Nod Obelisk
Posted by reborn on Sat, 26 Nov 2005 16:59:56 GMT
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OMFG, that looks so dam ownage. I love the exterior and the interior, both look fantastic!

Although yeah.. the chairs look a little strange :/ But thats about it though.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Jokah on Sat, 26 Nov 2005 17:12:57 GMT
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<3

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Aprime on Sat, 26 Nov 2005 18:28:48 GMT
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Renx wrote on Sat, 26 November 2005 11:03My only complaint is the chairs. They look like
they're made from bear skin, and don't fit in with the rest of the environment.

Put the images as thumbnails next time too.

I agree with RenX on this one. They feel totally out of place too, you should replace them with
chairs that have a little more polygons.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Ma1kel on Sat, 26 Nov 2005 19:14:09 GMT
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The exterior and interior both look great! I personally love the MCT and PTs.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by m1a1_abrams on Sat, 26 Nov 2005 19:26:30 GMT
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The chairs look fine to me. They look like the comfy leather chairs you get in cars. Anyway, both
the exterior and interior look very nice. Reborn has gotten really quite good of late.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Sat, 26 Nov 2005 19:35:04 GMT
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How about some nice black leather for our buttonpushers?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Spice on Sat, 26 Nov 2005 20:26:41 GMT

Thank you for all the good comments guys. Dedication is getting higher.

This is one of the three building models I did in like 2 days, along side the GDI and Nod Helipads. The Nod Helipad should be coming next.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by m1a1_abrams on Sat, 26 Nov 2005 20:31:05 GMT

Well the Brotherhood has ample bank accounts from controlling most of the world's Tiberium. Kane's gotta spend all that cash on something, right?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Sat, 26 Nov 2005 22:30:40 GMT

Yeah, if he could buy Renegade Source code for us...

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Sat, 26 Nov 2005 23:47:44 GMT

Or buy us all great video cards so we can actually play Renegade at that resolution and with those settings that Renardin always shows things off with...

Subject: Re: C&C Reborn : Nod Obelisk
Posted by JeepRubi on Sun, 27 Nov 2005 00:50:10 GMT

You cant play renny at high graphics!!?!?!?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by M1Garand8 on Sun, 27 Nov 2005 00:56:43 GMT

Jeep Rubi wrote on Sun, 27 November 2005 08:50You cant play renny at high graphics!!?!?!?

Says who? I'm currently playing Renegade at 1280 x 1024 with full screen and everything high (With Ansiotropic Filtering) less the VSync.

The obelisk looks good, and the crystal looks like strawberry candy.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by YSLMuffins on Sun, 27 Nov 2005 00:59:59 GMT
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I'm impressed. It all looks very Nodlike and sleek but the only sorespot is that crystal. It needs to look shiny and menacing. Not rusty as Sir Phoenix said.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by icedog90 on Sun, 27 Nov 2005 01:45:00 GMT
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I play Renegade on 4x anti-aliasing and 16x anistropic filtering easily. Even in 48 player servers.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Jecht on Sun, 27 Nov 2005 04:07:04 GMT
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I play Renegade with the highest graphics settings and I get no lag unless SFPS is dragging.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Spice on Sun, 27 Nov 2005 06:16:30 GMT
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Hows this crystal look?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by icedog90 on Sun, 27 Nov 2005 06:38:10 GMT
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Definitely looks better.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by danpaul88 on Sun, 27 Nov 2005 12:24:47 GMT

agreed... looks more like.. well a crystal

Subject: Re: C&C Reborn : Nod Obelisk
Posted by **m1a1_abrams** on Sun, 27 Nov 2005 13:52:01 GMT

I hate to say it but I think it looks worse than the old one. From that pic just posted it looks like a weird shaped party balloon, or a piece of red candy. Maybe the old texture was too exaggerated, but it was quite distinctive... like a piece of rose quartz with veins running through it. Obviously it doesn't make sense for the crystal in a state-of-the-art weapon to be really cracked and weathered, but maybe you could try halfway between the two?

Also, apparently the crystal is animated? Maybe I'm wrong and the new version looks really good, but you can't tell from a still image. An animated gif would be cool.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by **Renardin6** on Sun, 27 Nov 2005 13:56:18 GMT

Sloth used another crystal texture on some early renders, once I am back in Brussels on Tuesday, I will upload the pic and show it to you. (And yes, I think also it's candy like on the last pic)

Subject: Re: C&C Reborn : Nod Obelisk
Posted by **JPNOD** on Sun, 27 Nov 2005 14:42:31 GMT

Chronojam wrote on Sat, 26 November 2005 18:47Or buy us all great video cards so we can actually play Renegade at that resolution and with those settings that Renardin always shows things off with...

A Geforce 3 TI can do that..Renegade is more off a CPU hogger anyways. You don't need a FX serie or a Radeon XT serie card to play Ren @ highest. I'm playing at highest settings with a pc from 2002.

As for the crystal, by the time I look at it I get killed by it   Personnaly I liked the first one better but maybe it's just the ss

---

Subject: Re: C&C Reborn : Nod Obelisk
Posted by htmlgod on Sun, 27 Nov 2005 14:44:19 GMT
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CONGRATULATIONS! You have recieved the HTMLGOD Stamp of Approval! HTMLGOD likes your work, and thinks you should keep it up!

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Sun, 27 Nov 2005 16:20:46 GMT
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Our first award

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Coolrock on Sun, 27 Nov 2005 19:24:56 GMT
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I like the second crystal better. Not too bad except for that crystal.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by icedog90 on Sun, 27 Nov 2005 20:20:18 GMT
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I do agree about the second crystal looking like candy, but it's still better in my opinion since the last one just had too many scratches for no reason.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Hav0c on Sun, 27 Nov 2005 22:35:12 GMT
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It looks scratchy in a still image but i think its a animated material affect that makes the crystal look more like a crystal if your moving around it :/ If you see what i mean o_O

Maybe we can get Sloth to show a gif or a video of it.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by PointlessAmbler on Sun, 27 Nov 2005 22:36:06 GMT

I think the crystal should be a darker red. Other than that it actually looks pretty good.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Sir Kane on Sun, 27 Nov 2005 23:03:29 GMT

Renardin6 wrote on Sat, 26 November 2005 16:30Yeah, if he could buy Renegade Source code for us...
And who would you want to edit it? There's barely anyone capale of doing so without making it worse.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Sun, 27 Nov 2005 23:11:37 GMT

I know a lot of people who can. There isn't only the renegade community for coders.

Look what some guys did on quake 2 with the source code:

Subject: Re: C&C Reborn : Nod Obelisk
Posted by sfr3f on Mon, 28 Nov 2005 03:12:29 GMT

Quake 2 was a revolutionary FPS, its engine was used for many titles. Its source code was eventualy released for public use. The Quake 3 source was released recently, too.
http://www.idsoftware.com/business/techdownloads/

Renegade is a mess. I seriously doubt that even if EA games released the source code that anyone would be able to fix it, much less try to rather than build a game ground-up from a beter engine.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by SuperFlyingEngi on Mon, 28 Nov 2005 03:40:14 GMT

Maybe the best building I've ever seen for Renegade.

Two things:

---

1) Whether or not scratches on the crystal are realistic or not, I think they look very good, so I say they should stay.

2) Those chairs are kinda odd looking.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Mon, 28 Nov 2005 04:29:25 GMT
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JPNOD wrote on Sun, 27 November 2005 09:42Chronojam wrote on Sat, 26 November 2005 18:47Or buy us all great video cards so we can actually play Renegade at that resolution and with those settings that Renardin always shows things off with...

A Geforce 3 TI can do that..Renegade is more off a CPU hogger anyways. You don't need a FX serie or a Radeon XT serie card to play Ren @ highest. I'm playing at highest settings with a pc from 2002.

As for the crystal, by the time I look at it I get killed by it   Personnaly I liked the first one better but maybe it's just the ss
How come my GF4 can't do it then =/ I'm stuck without being able to display even certain lighting effects, and have to stick to about 8x6 rez.. Exdeath is going twice what I can there =P

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Goztow on Mon, 28 Nov 2005 07:40:23 GMT
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Very nice work! And I prefered the original too .

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Dan on Mon, 28 Nov 2005 09:39:37 GMT
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Silent Kane wrote on Sun, 27 November 2005 18:03Renardin6 wrote on Sat, 26 November 2005 16:30Yeah, if he could buy Renegade Source code for us...
And who would you want to edit it? There's barely anyone capale of doing so without making it worse.

I CNA DO IT I HAV DA C++ LOL!

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Mon, 28 Nov 2005 09:50:27 GMT
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Chronojam wrote on Sun, 27 November 2005 22:29
How come my GF4 can't do it then =/ I'm stuck without being able to display even certain lighting effects, and have to stick to about 8x6 rez.. Exdeath is going twice what I can there =P

CPU speed? Cpu type?
Ram?(speed and type and how many mb)
HDD speed?
MB chipset?
AGP speed?
Type of geforce4? TI or MX? full reference.
Version of driver?

Then I might tell you what's the problem. As far as I know, my old Geforce 2 MX was able to run Renegade AT FULL DETAILS on a athlon 1333mhz with 256 mb. Resolution was 800*600.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Goztow on Mon, 28 Nov 2005 13:18:25 GMT
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Renardin6 wrote on Mon, 28 November 2005 04:50

Then I might tell you what's the problem. As far as I know, my old Geforce 2 MX was able to run Renegade AT FULL DETAILS on a athlon 1333mhz with 256 mb. Resolution was 800*600.

Mine too but not online over 8 players...

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Coolrock on Mon, 28 Nov 2005 13:21:28 GMT
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I run Renegade fine at full detail right now. I'm sure I'll be able to run Reborn fine.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by JeepRubi on Mon, 28 Nov 2005 13:23:43 GMT
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Nvm

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Mon, 28 Nov 2005 21:54:41 GMT
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Renardin6 wrote on Mon, 28 November 2005 04:50Chronojam wrote on Sun, 27 November 2005 22:29
How come my GF4 can't do it then =/ I'm stuck without being able to display even certain lighting effects, and have to stick to about 8x6 rez.. Exdeath is going twice what I can there =P

CPU speed? Cpu type?
Ram?(speed and type and how many mb)
HDD speed?
MB chipset?
AGP speed?
Type of geforce4? TI or MX? full reference.
Version of driver?

Then I might tell you what's the problem. As far as I know, my old Geforce 2 MX was able to run Renegade AT FULL DETAILS on a athlon 1333mhz with 256 mb. Resolution was 800*600.

Wtf? Gf4 MX AGP8x 512mb RAM HDD is really damn fast (I forget the RPM, it's irrelevant) 2.8ghz P4 dual core, all my drivers are the newest there is.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Havoc 89 on Mon, 28 Nov 2005 22:17:15 GMT
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Nice work. This is by far Reborn's best work, however I still think the crystal could be much better. It is good that you took out those scratches, but keep in mind that it is a crystal, and crystals are almost never smooth, it seems very unnatural for crystals to look smooth. I think All you really need to do is make the cuts much more visible (just unsmooth the crystal in renx, and export). Your crystal looks way too smooth. Try to give it a feel of a gem, perhaps a ruby gem. You've got more of a pinkish feel than a redish feel. But you know its your mod, if you like it that way keep it.

Good work

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Dave Mason on Mon, 28 Nov 2005 23:00:25 GMT
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One concern, it seems kind of low. If all the other buildings around it are tall, it'll only be able to defend a smaller area. Intended?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by m1a1_abrams on Mon, 28 Nov 2005 23:12:43 GMT
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Chrono, I play Renegade on 40 player servers with all the detail settings on highest + all the lighting effects at 1024 x 768... and that's with an Athlon 2.0 GHz + 256 Mb of RAM and a GeForce 4 Ti 4200. So that's all running fine with less RAM and processing power than you have. I'm guessing it's your graphics card that is the problem? From what I've read, GeForce 4 MX is mainly based on the GeForce 2, unlike the "real" GeForce 4s which are new cards. Apparently Nvidia kept improving the GF 4 MX though, because it sold a lot... so it's like a lower-end card for people who just want something in their price range.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Mon, 28 Nov 2005 23:22:14 GMT
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So we should make the crystal more like a diamond?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Coolrock on Mon, 28 Nov 2005 23:40:29 GMT
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I don't recall there being any cuts in the crystal. It wouldn't hurt to add some if that's what people want. I like it smooth but it might make it look better.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Jecht on Mon, 28 Nov 2005 23:54:05 GMT
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Make the crystal look like the concept art. It would make the building perfect.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by maschief on Tue, 29 Nov 2005 00:08:40 GMT
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reborn is set in the tiberian sun era right? the crystal would look rough due to tiberian storms.so i think the first one looks more realistic.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Creed3020 on Tue, 29 Nov 2005 02:51:24 GMT
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Looks great Reborn Team!

Mentioned before but I will say it again, those chairs need some revamping.

I haven't decided which crystal looks best...

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Sir Phoenixx on Tue, 29 Nov 2005 03:59:16 GMT
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Quote:reborn is set in the tiberian sun era right? the crystal would look rough due to tiberian storms.so i think the first one looks more realistic.
There weren't any "tiberian storms" in TS. They were Ion Storms, they just created lightning bolts and an electric charge in the air that disabled electronics. It would just have burn marks from being hit by a lightning bolt, not scratches.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by maschief on Tue, 29 Nov 2005 05:20:52 GMT
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my bad, ion storms (lighting bolts an and electric charge) would leave a rough exterior. i stand by my reply.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Slash0x on Tue, 29 Nov 2005 06:11:44 GMT
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Make the crystal look more like a diamond would look. It does look like candy all smooth like that. Also, just for some fun, add a red aura around the crystal so that it was a slight glow to it. Would look pretty cool.

But that's my own opinion, you would have to test it out to see how it looks first...

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Goztow on Tue, 29 Nov 2005 07:48:00 GMT
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do you guys have a in-game video ss of it?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Tue, 29 Nov 2005 15:18:55 GMT
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I have one; anyways, the word you're all dancing around is "faceted" ... that's what you're trying to explain.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by JPNOD on Tue, 29 Nov 2005 15:30:06 GMT
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Chronojam wrote on Mon, 28 November 2005 16:54Renardin6 wrote on Mon, 28 November 2005 04:50Chronojam wrote on Sun, 27 November 2005 22:29
How come my GF4 can't do it then =/ I'm stuck without being able to display even certain lighting effects, and have to stick to about 8x6 rez.. Exdeath is going twice what I can there =P

CPU speed? Cpu type?
Ram?(speed and type and how many mb)
HDD speed?
MB chipset?
AGP speed?
Type of geforce4? TI or MX? full reference.
Version of driver?

Then I might tell you what's the problem. As far as I know, my old Geforce 2 MX was able to run Renegade AT FULL DETAILS on a athlon 1333mhz with 256 mb. Resolution was 800*600.

Wtf? Gf4 MX AGP8x 512mb RAM HDD is really damn fast (I forget the RPM, it's irrelevant) 2.8ghz P4 dual core, all my drivers are the newest there is.

GF4MX sucks... it's worse then a Geforce 2 titanium or a FX5200.

Any TI4 serie can compete with a FX5600/5700 almost. But a MX can't it's a bad card for running games on high settings really.
Other then that... if you really have a p4 Dual Core which means 2 core's in 1 cpu (Like a Dual CPU) that's pwnage. So if you just upgrade your GFX card. You can Run Renegade at highest settings.
But the MX serie's just misses some features.. it should be able to run Renegade decent though.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by JPNOD on Tue, 29 Nov 2005 15:32:49 GMT
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m1a1_abrams wrote on Mon, 28 November 2005 18:12Chrono, I play Renegade on 40 player

servers with all the detail settings on highest + all the lighting effects at 1024 x 768... and that's with an Athlon 2.0 GHz + 256 Mb of RAM and a GeForce 4 Ti 4200. So that's all running fine with less RAM and processing power than you have. I'm guessing it's your graphics card that is the problem? From what I've read, GeForce 4 MX is mainly based on the GeForce 2, unlike the "real" GeForce 4s which are new cards. Apparently Nvidia kept improving the GF 4 MX though, because it sold a lot... so it's like a lower-end card for people who just want something in their price range.

This is correct, you still have a good system btw. It's just that games like BF2 ecta need pixelshader 1.4 because there engine sucks. But games like Hl2 doom3 and even Farcry should run perfect

---

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Tue, 29 Nov 2005 15:38:55 GMT
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Yeah, my system is a Dell Optiplex (couple-years-old edition) with two video cards... the built-in one with the normal style monitor output and the.. well, shipped-installed GF4 MX that has one of those fancy video connectors. I'm kinda limited on interior space so I cannot really get a card that's got a huge fan attached, I'll get you guys the specs of my case space later and see if you can make some suggestions.

Semi-faceted as the concept shows; that's it glowing deeply right after firing, so it is a bit hard to see without knowing the shape you're looking for. Model's got a few details that I feel like letting slide, but if a second one is done, this is your reference.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Sir Phoenixx on Tue, 29 Nov 2005 15:54:35 GMT
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maschief wrote on Tue, 29 November 2005 00:20my bad, ion storms (lighting bolts an and electric charge) would leave a rough exterior. i stand by my reply.
No, they wouldn't, sorry.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Tue, 29 Nov 2005 19:49:47 GMT
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Chronojam wrote on Tue, 29 November 2005 10:38Model's got a few details that I feel like letting slide, but if a second one is done, this is your reference.

Aware of that model, we are. It sucks too much. Concept is far superior.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Wed, 30 Nov 2005 01:42:40 GMT
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Your concept doesn't show the back very well, does it?

It also makes it appear a lot narrower than it was in-game or in-cutscene.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by SuperFlyingEngi on Wed, 30 Nov 2005 03:17:47 GMT
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You don't work in 3d programs, do you?

If you did, you'd understand that Renardin's concept he posted is just about perfect for creating such a model.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Wed, 30 Nov 2005 06:13:12 GMT
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Every time you speak you make me want to go conservative. Seriously.

I could give you a blueprint, a full schematic of a GDI war factory, and it'd be superior in terms of ease of use. HOWEVER, it wouldn't be an Obelisk, now, would it?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Wed, 30 Nov 2005 11:56:56 GMT
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Don't troll the topic cj.

as for the obelisk shape or back(not talking about the crystal here), we like how it is and we like to add our touch. If you don't like then know that we don't care!

Oh check this, (3ds max render this time).

I know, first time we show the sam. You will see more of it later. (omg not accurate to cutscene, yeah, just like obelisk. the one on cutscenes was all brown, the one in-game was ugly with a plate full of yellow stripes)

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Coolrock on Wed, 30 Nov 2005 18:26:26 GMT
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Quote:If you don't like then know that we don't care!

You don't care about a lot of things

Other then that, it doesn't look that bad.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Wed, 30 Nov 2005 18:45:48 GMT
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Renardin, I'm not trolling. Read what each person said over again if you think I am.

I'm not asking you guys to retexture the damn Obelisk, but that's what it seems like you guys think. I'm pointing out the fact that the base of the Obelisk is wrong compared to everything but that one sketch. It should be wider, less like the TD obelisk and more like the TS Nod Radar base. You're doing FS-era technology, yet making your Obelisk very TD influenced; why?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Wed, 30 Nov 2005 19:24:05 GMT
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You know it already. It has been posted. To follow the sketch.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by RTsa on Wed, 30 Nov 2005 20:28:59 GMT
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I think CJ is trying to tell you NOT to follow the sketch, but he just can't get it out of his mouth

But, I think it's good. I don't mind if it's not as wide as it should be. To me, it's important that it looks good, and it does.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Jecht on Wed, 30 Nov 2005 21:33:00 GMT
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Renardin6 wrote on Wed, 30 November 2005 05:56Don't troll the topic cj.

as for the obelisk shape or back(not talking about the crystal here), we like how it is and we like to add our touch. If you don't like then know that we don't care!

Oh check this, (3ds max render this time).

I know, first time we show the sam. You will see more of it later. (omg not accurate to cutscene, yeah, just like obelisk. the one on cutscenes was all brown, the one in-game was ugly with a plate full of yellow stripes)

yay, you took my advise and removed the ugly watch thing on the Hand of Nod.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Spice on Wed, 30 Nov 2005 22:10:18 GMT
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Hmmm.. That is actualy my hand of nod model. We aren't using that one as far as I know and which is why that render was never shown before now.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Sir Phoenixx on Wed, 30 Nov 2005 22:14:24 GMT
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Quote:yay, you took my advise and removed the ugly watch thing on the Hand of Nod.
There was no ugly watch thing, or any kind of "watch thing" on the Hand of Nod before.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by m1a1_abrams on Thu, 01 Dec 2005 00:26:30 GMT
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You mean you missed the bling edition Hand of Nod with the fat Rolex? It's next to the Kane's Pyramid in the last mission... it probably has leather seats too.

Nah, he's talking about the silver dome thing from Eric Gooch's render
http://www.cybergooch.com/pages/tibsunarchive/handofnod.htm

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Thu, 01 Dec 2005 01:06:19 GMT
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RTsa wrote on Wed, 30 November 2005 14:28I think CJ is trying to tell you NOT to follow the

sketch, but he just can't get it out of his mouth

But, I think it's good. I don't mind if it's not as wide as it should be. To me, it's important that it looks good, and it does.

My hero, you got the point!!!

Anyway, ex is right, the hand on the render is not the final one.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by jd422032101 on Thu, 01 Dec 2005 02:47:29 GMT
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looks pretty good

Subject: Re: C&C Reborn : Nod Obelisk
Posted by maschief on Thu, 01 Dec 2005 10:12:50 GMT
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I was just curious if you were going to change the soldiers to look like the tiberian sun units.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Jecht on Thu, 01 Dec 2005 12:29:15 GMT
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look to the picture of the nod base for your answer.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by rm5248 on Fri, 02 Dec 2005 00:06:22 GMT
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maschief wrote on Thu, 01 December 2005 04:12I was just curious if you were going to change the soldiers to look like the tiberian sun units.

No, they're not, because they just feel like modeling everything except the characters.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Renardin6 on Sun, 04 Dec 2005 21:53:29 GMT
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Hmmm, well I wanted new nod soldiers but it would delay the mod too much. But as soon as someone model me new soldiers, I will skin those.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Chronojam on Mon, 05 Dec 2005 00:33:20 GMT
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You would torture your own men?

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Kamuix on Mon, 05 Dec 2005 04:14:59 GMT
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LOl

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Kamuix on Mon, 05 Dec 2005 04:22:20 GMT
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The only thing i didi'nt like about the last version of Reborn was that they based their style of maps off renegade. Not tiberian sun.

But i think it would be kinda cool to see a big feild base map.
Kinda like a real Tiberian Sun map like Grand Canyon for example.

There are some Renegade maps like this I've seen. Cant remember what their called.

Subject: Re: C&C Reborn : Nod Obelisk
Posted by Tunaman on Mon, 05 Dec 2005 10:18:02 GMT
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Niiiiiice. I really really like it!
I don't much care for the first pic's crystal texture though... It looks like a crystal covered by tin foil... o_O It does kinda look like a hershey kiss though.