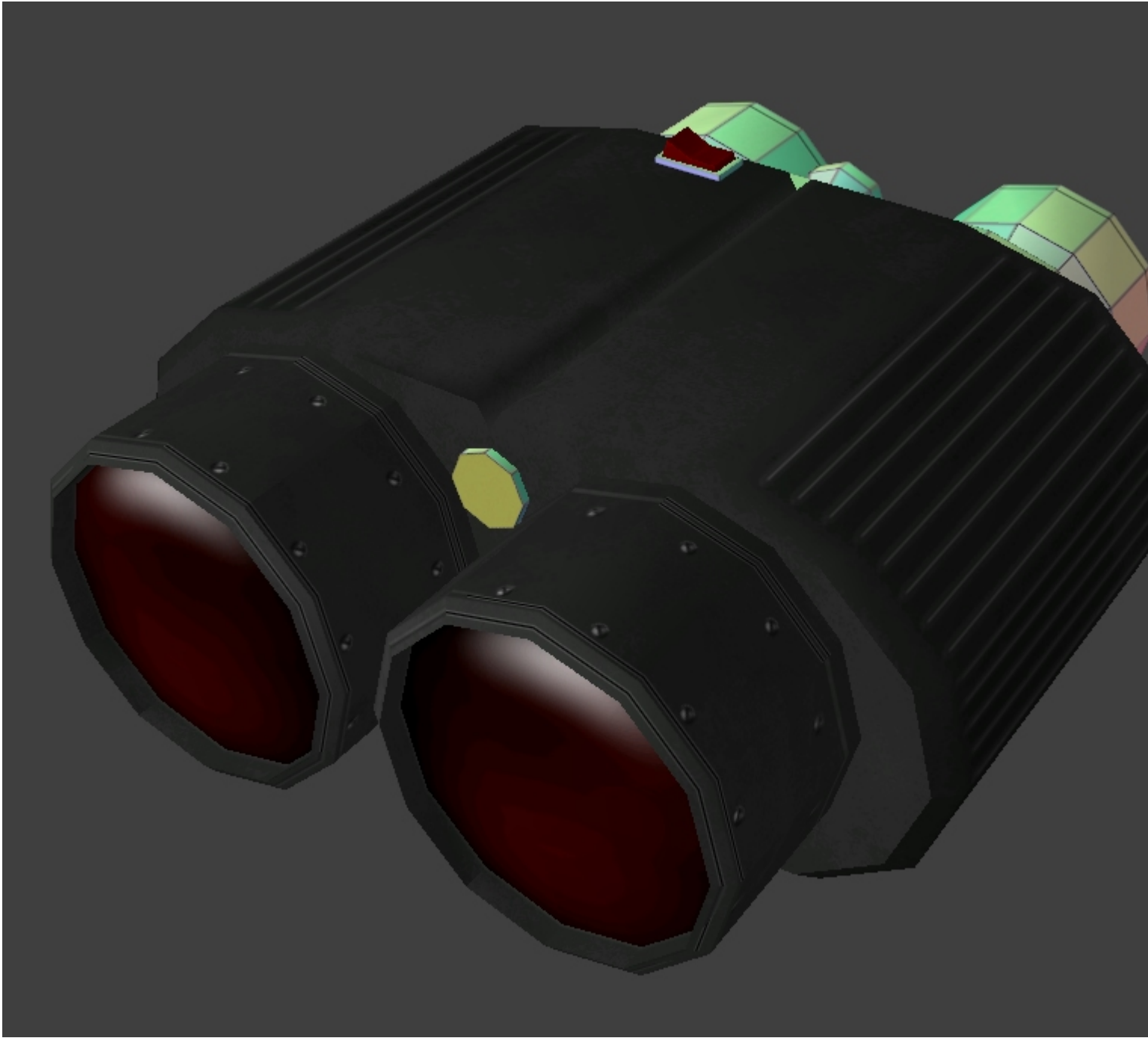

Subject: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 02:10:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will post work in progress for this model.
Consider it final once I say it is. Before that, just have a look.

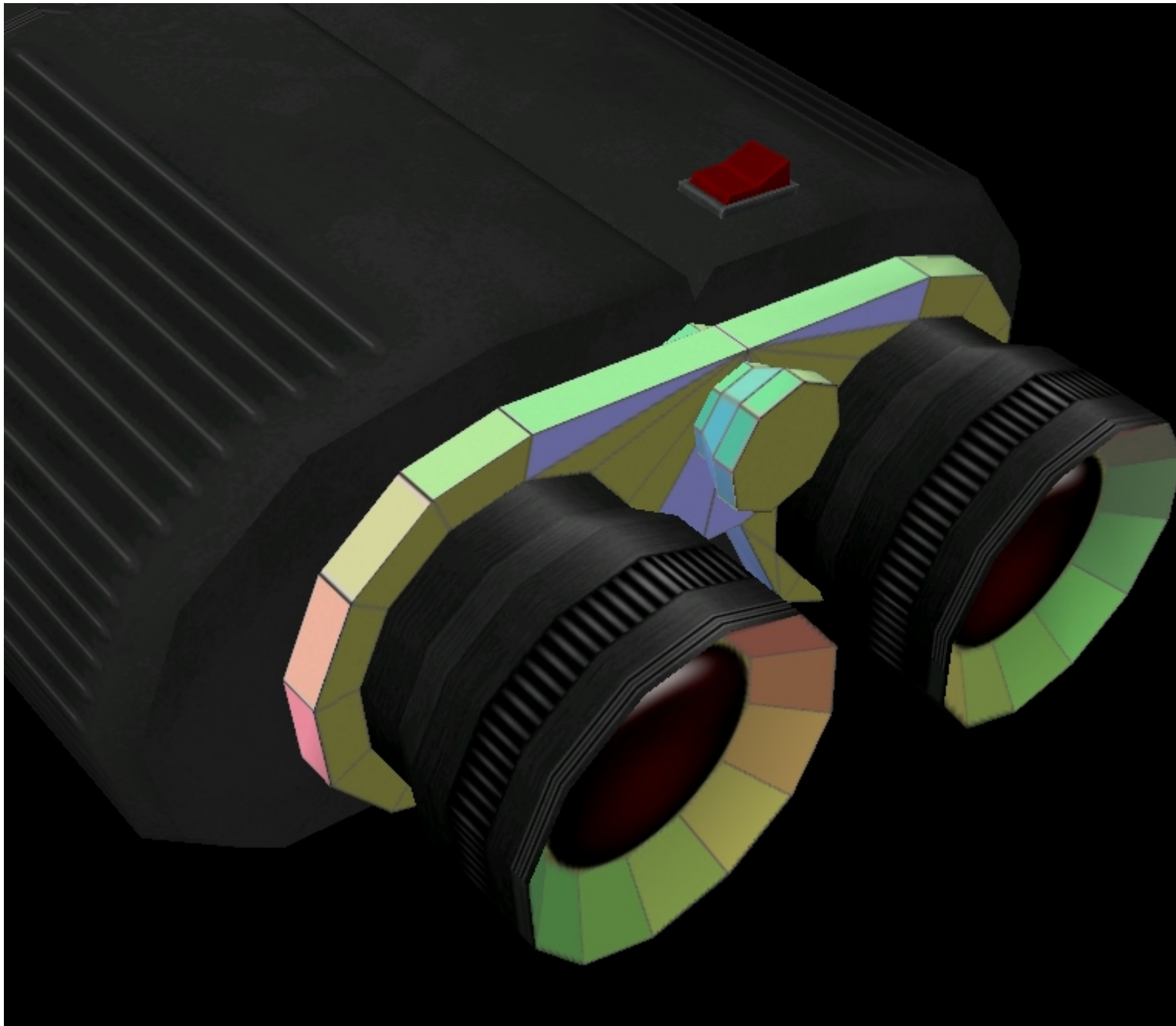
I am not here to ask comments about how to make it I just want to share some work in progress, I already know what I want to do with it (but I will have interest to good ideas of course.)

File Attachments

1) [bino.jpg](#), downloaded 835 times



2) [nodbinowip.jpg](#), downloaded 792 times



Subject: Re: CnC Reborn : Nod Bino
Posted by [Viking](#) on Fri, 13 Jan 2006 02:12:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Snot bad!

I can see it still needs to be finished but what of it that is dont looks good!

PS:Tell me how to texture stuff like that I have tried tutorials and that texture exporter thing dosent work for me

Subject: Re: CnC Reborn : Nod Bino
Posted by [icedog90](#) on Fri, 13 Jan 2006 02:14:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure you save the texture as 24-bit, not 32-bit. I don't know if you already know that or not, but it just looks like it's 32-bit, since the engine doesn't actually support 32-bit.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 02:14:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

basic colors, play with dodge and burn, simple brush.

Use midtones, highlights and shadow settings.
85 % of a texture can be done using these tools.

(saved as 24-bit, the main texture on the big part is still under work and that is why it looks odd.)

PS Crimson: A wip place, an exchange place, an general discussion place, an help request place... Something a bit like the Renguard part of the forum but for mods.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 20:40:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Next wipz0r, having a five min break, then I am gonna finish those.

File Attachments

1) [bino wipz0r.jpg](#), downloaded 571 times



Subject: Re: CnC Reborn : Nod Bino
Posted by [Coolrock](#) on Fri, 13 Jan 2006 20:44:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looking good. Can't wait to see it when it's done

Subject: Re: CnC Reborn : Nod Bino
Posted by [JRPereira](#) on Fri, 13 Jan 2006 20:55:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

those binoculars look great.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 21:13:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

next...

File Attachments

1) [bino wipz0r4.jpg](#), downloaded 590 times



Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 22:01:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Final:

Subject: Re: CnC Reborn : Nod Bino
Posted by [Coolrock](#) on Fri, 13 Jan 2006 22:05:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great job, I really like them ^^

Subject: Re: CnC Reborn : Nod Bino
Posted by [sloth4urluv](#) on Fri, 13 Jan 2006 22:05:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks great, came out better than the gdi ones (not saying they were bad)

Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Fri, 13 Jan 2006 22:07:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

The more you texture, the better you do.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Venom Pawz](#) on Fri, 13 Jan 2006 22:10:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Getting better with your shading

Subject: Re: CnC Reborn : Nod Bino
Posted by [Mighty BOB!](#) on Fri, 13 Jan 2006 22:31:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Final won't load although judging from the wips & the thumbnail it looks good.

Subject: Re: CnC Reborn : Nod Bino
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Jan 2006 00:08:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Definitely an improvement, I can't wait to use them ingame.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Sir Phoenixx](#) on Sat, 14 Jan 2006 01:10:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks good.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Aprime](#) on Sat, 14 Jan 2006 13:22:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Venom Pawz wrote on Fri, 13 January 2006 17:10 Getting better with your shading

Agreed.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Jaspah](#) on Sat, 14 Jan 2006 14:34:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like plastic.

This is sarcasm for the morons who couldn't tell.

Good job Renardin, by the way.

Subject: Re: CnC Reborn : Nod Bino
Posted by [rm5248](#) on Sat, 14 Jan 2006 18:56:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

j4S[p wrote on Sat, 14 January 2006 08:34] Looks like plastic.

Why wouldn't it be plastic?

Subject: Re: CnC Reborn : Nod Bino
Posted by [GDIrish](#) on Sat, 14 Jan 2006 19:05:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Most Binoculars ARE plastic.

Subject: Re: CnC Reborn : Nod Bino
Posted by [icedog90](#) on Sat, 14 Jan 2006 20:39:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

He's got a point.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Jecht](#) on Sat, 14 Jan 2006 22:45:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think j4S[p] was bullshitting you guys.

I laughed when I saw that comment.

Sweet Jesus Renardin, those binocs look great man.

Subject: Re: CnC Reborn : Nod Bino
Posted by [Renardin6](#) on Sun, 15 Jan 2006 17:37:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you, RLY.
