
Subject: CnC Reborn Update: GDI Tiberium Refinery
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 09 Feb 2006 01:01:16 GMT
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We, the CnC Reborn team, have completely recreated the Tiberium Refinery. The old model had some problems when placed ingame, for example, the Purchase Terminals couldn't be fitted properly.

Anyways, here's the good stuff. Modeled by Exdeath, textured by Sloth, and some skinning done by Renardin.

Nod Refinery will be following soon.

~CnC Reborn Public Relations Representative

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [JRPereira](#) on Thu, 09 Feb 2006 01:14:12 GMT
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Looks freaking awesome. Great job.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Jecht](#) on Thu, 09 Feb 2006 01:16:04 GMT
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Freakin Wow!

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [JeepRubi](#) on Thu, 09 Feb 2006 01:32:11 GMT
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I like

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [gendres](#) on Thu, 09 Feb 2006 02:10:00 GMT
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Wow, great work

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [rm5248](#) on Thu, 09 Feb 2006 02:13:52 GMT
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Wow, that's a really good model.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [bigwig992](#) on Thu, 09 Feb 2006 02:56:08 GMT
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That picture of the in game power plant is possibly the best graphics I've seen for Renegade. Kick ass, looks like Renegade 2 kinda.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Jecht](#) on Thu, 09 Feb 2006 03:35:23 GMT
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By the way, the HUD looks good too.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [JRPereira](#) on Thu, 09 Feb 2006 03:37:17 GMT
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bigwig992 wrote on Wed, 08 February 2006 21:56

That picture of the in game power plant is possibly the best graphics I've seen for Renegade. Kick ass, looks like Renegade 2 kinda.

Yea, it does capture the look and feel from the Ren 2 screenshots.

I love that industrial look to Tiberian Sun and they captured it really well here.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Feetseek](#) on Thu, 09 Feb 2006 03:40:52 GMT
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ooooh the mct and purchase terminals are really high-tech looking

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Chronojam](#) on Thu, 09 Feb 2006 04:04:30 GMT
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Will it have gouts of flame from it refining stuff?

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Spice](#) on Thu, 09 Feb 2006 04:14:33 GMT
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Yeah, Renardin pointed out to me that I should add it. I'm adding it tonight. It will be shown with the nod version and will also be on the GDI version.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [icedog90](#) on Thu, 09 Feb 2006 04:46:00 GMT
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Wow.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [DreamWraith](#) on Thu, 09 Feb 2006 04:52:50 GMT
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gbull wrote on Wed, 08 February 2006 21:35By the way, the HUD looks good too.

Thats a placeholder hud tbh.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Creed3020](#) on Thu, 09 Feb 2006 05:14:03 GMT
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Great work guys, I love the tower out the back and the of course the interior is very impressive.
Can you access both levels of the building?

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Kamuix](#) on Thu, 09 Feb 2006 05:21:04 GMT
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That is one sexy Tibsun Tiberium Refinery Oh YEA!

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Spice](#) on Thu, 09 Feb 2006 05:31:00 GMT
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Only one level is accesable, the door down there is just eye candy for your imagination.

File Attachments

1) [Refinery door #3.jpg](#), downloaded 934 times



Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Dave Mason](#) on Thu, 09 Feb 2006 08:20:54 GMT
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I love it, nice work.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [reborn](#) on Thu, 09 Feb 2006 11:26:05 GMT
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Everything looks super awesome. It may only be a small part of the structure, but the purchase terminals look amazing. I really love them, I thought the same when I saw the Hand of Nod ones in a previous display on the forums.

And they are something that are in constant use too.

The only thing that I would improve if I could, would be the tiberium slurry that I can see in the last picture. The smoke looks good, but the actualy tiberium itself looks like the same stuff in renegade.

But seriously, the refinery owns

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery

Posted by [tooncy](#) on Thu, 09 Feb 2006 21:30:59 GMT

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Mind blowing

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery

Posted by [CnCsoldier08](#) on Fri, 10 Feb 2006 02:50:50 GMT

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Wow..

That looks really good. Nice Job.

Those PCTs are looking nice too, fits well with TS feel. The interior looks good.

My only complaint is below...

As you can see, there is obvious tiling in the selected areas. Try to fix it up a little.

Besides that, superb job.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery

Posted by [Feetseek](#) on Fri, 10 Feb 2006 03:03:57 GMT

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dang. woulda been nice if there were two levels... but it'd be easy to plant a beacon with a lot of confusion wouldn't it?

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Renerage](#) on Fri, 10 Feb 2006 04:32:26 GMT
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Not bad, very nice. But dont have that door down there for nothing

Make it lead somewhere....like a hallway connecting to the hand/barr
That would be sweet.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [idebo](#) on Fri, 10 Feb 2006 13:46:10 GMT
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Very nice!

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Jaspah](#) on Sun, 12 Feb 2006 02:54:41 GMT
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Holy shit. That looks fucking awesome.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Kamuix](#) on Sun, 12 Feb 2006 04:10:40 GMT
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Thats one Uber Tibsun Building. Interior looks awsome too.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Oblivion165](#) on Sun, 12 Feb 2006 19:19:13 GMT
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How did you get the lights to cast in W3d Viewer? Hell how did you get the lights in w3d viewer in the first palce?

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [PointlessAmbler](#) on Sun, 12 Feb 2006 19:23:09 GMT
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Color me impressed.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Renardin6](#) on Sun, 12 Feb 2006 22:35:23 GMT
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Oblivion165 wrote on Sun, 12 February 2006 13:19How did you get the lights to cast in W3d Viewer? Hell how did you get the lights in w3d viewer in the first palce?

Lightmaps. See [http://www.renegadeforums.com/index.php?t=getfile&id=680 &rid=1841](http://www.renegadeforums.com/index.php?t=getfile&id=680&rid=1841) for the lightmaps tutorial.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Oblivion165](#) on Mon, 13 Feb 2006 13:56:15 GMT
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Password Protected, heh

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [bandie63](#) on Mon, 13 Feb 2006 16:41:38 GMT
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j4S[p} wrote on Sat, 11 February 2006 22:54Holy shit. That looks fucking awesome.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Renardin6](#) on Mon, 13 Feb 2006 18:49:59 GMT
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Oblivion165 wrote on Mon, 13 February 2006 08:56Password Protected, heh

password: -sloth-

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Canadacdn](#) on Mon, 13 Feb 2006 22:24:45 GMT
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Looks awesome, but you can't jump into the tiberium below? Disapointment sandwich.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [M1Garand8](#) on Mon, 13 Feb 2006 23:34:44 GMT
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Looks good.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Renerage](#) on Tue, 14 Feb 2006 14:08:03 GMT
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Very nice. Although....seems alittle bit....worn down.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [JeepRubi](#) on Tue, 14 Feb 2006 16:47:24 GMT
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The exterior looks old and the interior looks new and high tech.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Goztow](#) on Tue, 14 Feb 2006 17:19:59 GMT
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Jeep Rubi wrote on Tue, 14 February 2006 11:47The exterior looks old and the interior looks new and high tech.

That's exactly how it must be. The exterior is worn down by Tiberium storms, the interior is high tech because of the high tech weaponry/materials availlable .

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Renerage](#) on Tue, 14 Feb 2006 19:18:25 GMT
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Goztow wrote on Tue, 14 February 2006 12:19Jeep Rubi wrote on Tue, 14 February 2006 11:47The exterior looks old and the interior looks new and high tech.

That's exactly how it must be. The exterior is worn down by Tiberium storms, the interior is high tech because of the high tech weaponry/materials availlable .

Thanks for clearing that up.

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Kamuix](#) on Tue, 14 Feb 2006 19:35:14 GMT
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cheekay77 wrote on Tue, 14 February 2006 14:18Goztow wrote on Tue, 14 February 2006 12:19Jeep Rubi wrote on Tue, 14 February 2006 11:47The exterior looks old and the interior looks new and high tech.

That's exactly how it must be. The exterior is worn down by Tiberium storms, the interior is high tech because of the high tech weaponry/materials available .

Thanks for clearing that up.

Thank you for clearing that up about clearing that up

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [Sir Phoenixx](#) on Tue, 14 Feb 2006 21:30:30 GMT
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Goztow wrote on Tue, 14 February 2006 12:19The exterior is worn down by Tiberium storms
Tiberium Storms? Don't you mean Ion Storms?

Subject: Re: CnC Reborn Update: GDI Tiberium Refinery
Posted by [JRPereira](#) on Tue, 14 Feb 2006 21:36:16 GMT
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Sir Phoenixx wrote on Tue, 14 February 2006 16:30Goztow wrote on Tue, 14 February 2006 12:19The exterior is worn down by Tiberium storms
Tiberium Storms? Don't you mean Ion Storms?

Oh well, at least he didn't say it was worn down by a choral vortex.
