
Subject: C&C 3 Concept Art.
Posted by [Dave Anderson](#) on Sun, 25 Mar 2007 17:18:07 GMT
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Enjoy.

Subject: Re: C&C 3 Concept Art.
Posted by [Renx](#) on Sun, 25 Mar 2007 18:54:42 GMT
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Hover fire trucks and police cars, yet GDI has moved back to tracks. Since when is civilian technology better than the military's?

Subject: Re: C&C 3 Concept Art.
Posted by [icedog90](#) on Sun, 25 Mar 2007 20:09:03 GMT
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A lot of that concept art is from TAZ, not EA, especially the hover police cars.

Subject: Re: C&C 3 Concept Art.
Posted by [JeepRubi](#) on Mon, 26 Mar 2007 00:45:21 GMT
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Lol, he used to work for EA

Subject: Re: C&C 3 Concept Art.
Posted by [icedog90](#) on Mon, 26 Mar 2007 02:56:14 GMT
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Yeah, but it's still different. His concept art wasn't for this specific C&C 3. It was made in 2002 - quite a long time ago.

Subject: Re: C&C 3 Concept Art.
Posted by [OWA](#) on Mon, 26 Mar 2007 13:53:42 GMT
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It was for Tiberian Twilight before it got canned.

Subject: Re: C&C 3 Concept Art.
Posted by [Crusader](#) on Mon, 26 Mar 2007 16:13:55 GMT
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That's gallery's been around for sometime now.

Militants, Rocket launcher militants, Fanatics, suicide bombers...more proof of why EA is just a bunch of slimy corporate scum.

Still can't believe they screwed up my favorite army.

Subject: Re: C&C 3 Concept Art.
Posted by [Dave Anderson](#) on Mon, 26 Mar 2007 16:18:25 GMT
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They didn't screw it up. They based it off of the original Tiberian Dawn where the Brotherhood of Nod was a century-old quasi-terrorist group with communistic leanings.

Subject: Re: C&C 3 Concept Art.
Posted by [Chronojam](#) on Tue, 27 Mar 2007 03:45:50 GMT
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Renx wrote on Sun, 25 March 2007 13:54 Hover fire trucks and police cars, yet GDI has moved back to tracks. Since when is civilian technology better than the military's?
It's not, play C&C3, that's conceptual. GDI also has massive dropships running about in that guy's concept art, with durable and survivable ground vehicles that are too heavy to hover and have weaponry with too much kick to try even if they could.

C&C3 is running off a lot of that old concept art, and other concept art that was developed around the same time; you can't knock it just due to age. Zone troopers look and behave a lot like the GDI XO suits that were early TD concept art.

Subject: Re: C&C 3 Concept Art.
Posted by [Renx](#) on Tue, 27 Mar 2007 05:44:29 GMT
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I'm sure there either are or will be sufficient explanations, but at first some things do seem kind of odd. Such as the transition from hover tanks and walkers back to wheels and treads. Or Nod's trend moving more towards tiberium based units turning into poncho-sporting terrorists.

Luckily these things don't actually effect the gameplay though, although the feel of the game has always played a good part in C&C games. I should hold off on comments like this until I've played through the game too.

Subject: Re: C&C 3 Concept Art.
Posted by [Dave Anderson](#) on Tue, 27 Mar 2007 05:49:29 GMT
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RenX wrote:Or Nod's trend moving more towards tiberium based units turning into poncho-sporting terrorists.

Dave Anderson wrote:They based it off of the original Tiberian Dawn where the Brotherhood of Nod was a century-old quasi-terrorist group with communistic leanings.

I don't exactly remember everything I read in the article on CNCDEN, but whoever it was from EA that replied about it was clear that they wanted to portray Nod as they were back in Tiberian Dawn. I'm not sure how or why that comes into play in the Third Tiberium War, but so far EA is doing a great job. I'm going to go scan the CNCDEN archives in the morning to see if I can find that article and pull out some more information.

Subject: Re: C&C 3 Concept Art.
Posted by [IronWarrior](#) on Tue, 27 Mar 2007 06:26:02 GMT
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Some of them pictures are really nice.

Subject: Re: C&C 3 Concept Art.
Posted by [icedog90](#) on Tue, 27 Mar 2007 06:31:01 GMT
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Chronojam wrote on Mon, 26 March 2007 20:45you can't knock it just due to age.

Who said I was? I was referring to RenX's post.

Subject: Re: C&C 3 Concept Art.
Posted by [Halo38](#) on Tue, 27 Mar 2007 08:43:50 GMT
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Does anyone else find this gallery extremely annoying to navigate!!!!

The "Media Information" box is getting in the way of me clicking some of the images preventing me from seeing the enlarged versions!!! e.g. Nod Saboteur & Nod's sexy commando

Poor inconsiderate design like this really really annoys me!!

Subject: Re: C&C 3 Concept Art.

Posted by [Chronojam](#) on Tue, 27 Mar 2007 23:23:07 GMT

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Renx wrote on Tue, 27 March 2007 00:44 I'm sure there either are or will be sufficient explanations, but at first some things do seem kind of odd. Such as the transition from hover tanks and walkers back to wheels and treads. Or Nod's trend moving more towards tiberium based units turning into poncho-sporting terrorists.

I was a bit skeptical at first, too, until I thought about it, especially when it came to the punkish main infantry. But really, who is Nod recruiting here? Not the upper-class GDI citizens, but the rebellious youth, the dissatisfied lower classes, those stuck in yellow zones. It kinda makes sense for a lot of the Nod forces especially in "these days" to be more punk and less tech.

And then you look at the upgrades. You can give the masses tiberium infusions just like Nod did with their higher-end soldiers in Tiberian Sun, assign a higher-ranking Nod recruiter/officer to join the club... it makes sense when you think about it. Instead of getting the Nod infantry ready to go out of the box, you start off with a gang of recruits but then develop the force.

Subject: Re: C&C 3 Concept Art.

Posted by [Oblivion165](#) on Tue, 27 Mar 2007 23:29:30 GMT

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Halo38 wrote on Tue, 27 March 2007 04:43 Does anyone else find this gallery extremely annoying to navigate!!!!

The "Media Information" box is getting in the way of me clicking some of the images preventing me from seeing the enlarged versions!!! e.g. Nod Saboteur & Nod's sexy commando

Poor inconsiderate design like this really really annoys me!!

It is a pain in the ass but I do like the captioning ability.

BTW that commando remind me of cherry 2000.

Subject: Re: C&C 3 Concept Art.

Posted by [PlastoJoe](#) on Wed, 28 Mar 2007 00:52:09 GMT

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I'm curious as to what everyone would think if Nod and GDI did switch in terms of strengths and weaknesses. Does GDI always have to be brute force and Nod stealth?

Subject: Re: C&C 3 Concept Art.

Posted by [Crusader](#) on Wed, 28 Mar 2007 02:21:51 GMT

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SpyGuy246 wrote on Tue, 27 March 2007 20:52 I'm curious as to what everyone would think if Nod and GDI did switch in terms of strengths and weaknesses. Does GDI always have to be brute force and Nod stealth?

Well, it makes them unique and distinctly sets them apart.

Subject: Re: C&C 3 Concept Art.
Posted by [Renerage](#) on Wed, 28 Mar 2007 08:01:15 GMT
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Wait, lemme get this straight, if I'm hearing right, the Tiberium Wars are AFTER Red Alert 2?

How in the fuck does Allies/GDI go from Prism tech./Mirage-

To mammoth and medium peices of shit.

And, Nod/Soviets (bad comparison) actually UPGRADE.

There only decent tank was Rhino IMHO, Apocolypse were too slow, too much, and too clunky to try and move around into neat stacks of 9x9

And, Tesla/Obelisk Obviously Obelisk. Except for the fact Tesla Troopers could charge when theres a power outage.

(To bad you couldnt charge with OB gun in renegade haha)

Prism Tower/ AGT Why in the fuck would they downgrade?

If Im missing anything, like GDI's tech. got stolen, someone tell me.
I feel like a fucking idiot trying to figure this out.

Subject: Re: C&C 3 Concept Art.
Posted by [Sir Phoenixx](#) on Wed, 28 Mar 2007 17:17:23 GMT
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cheekay77 wrote on Wed, 28 March 2007 04:01 Wait, lemme get this straight, if I'm hearing right, the Tiberium Wars are AFTER Red Alert 2?

No, They just went off on a tangent when they made Red Alert 2, it has almost nothing to do with the Tiberian games, and not that much at all to do with even the original Red Alert.

Subject: Re: C&C 3 Concept Art.
Posted by [PlastoJoe](#) on Wed, 28 Mar 2007 23:18:36 GMT

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The explanation I heard was that after the end of the war, funding and research dried up due to (1) peacetime and (2) economical instability caused by the war. Soviet technology was destroyed or suppressed (and given to Operations Group Echo or stolen/found by Nod) and Allied technology was neglected and/or lost.

Subject: Re: C&C 3 Concept Art.
Posted by [Aprime](#) on Thu, 29 Mar 2007 21:05:55 GMT
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Sir Phoenixx wrote on Wed, 28 March 2007 12:17: cheekay77 wrote on Wed, 28 March 2007 04:01: Wait, lemme get this straight, if I'm hearing right, the Tiberium Wars are AFTER Red Alert 2?

No, They just went off on a tangent when they made Red Alert 2, it has almost nothing to do with the Tiberian games, and not that much at all to do with even the original Red Alert.

Soviet RA1 campaign -> Renegade 2 -> Tiberian Dawn -> etc.
Allied RA1 campaign -> Red Alert 2

Subject: Re: C&C 3 Concept Art.
Posted by [Jerad2142](#) on Sat, 31 Mar 2007 16:05:00 GMT
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Sir Phoenixx wrote on Wed, 28 March 2007 11:17: cheekay77 wrote on Wed, 28 March 2007 04:01: Wait, lemme get this straight, if I'm hearing right, the Tiberium Wars are AFTER Red Alert 2?

No, They just went off on a tangent when they made Red Alert 2, it has almost nothing to do with the Tiberian games, and not that much at all to do with even the original Red Alert.
He means that they occur further in the human future, if you watch the end of RA1 on the soviet side you will see how RA1 and C&C95 are connected. RA3 probably would have connected any loose ends but, well, thanks EA.

Subject: Re: C&C 3 Concept Art.
Posted by [DarkKnight](#) on Sun, 01 Apr 2007 15:56:19 GMT
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i love the bridge. very nice pics
