
Subject: [model]Hybrid Tanks

Posted by [nodelites](#) on Sun, 22 Jul 2007 20:24:00 GMT

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As the title submessage says, i want your opinion on these tanks i put together. I will post them on this thread as they finish.

please give me feedback on the tank, but please dont flame.. i have feelings to.

Marder Assault Vehicle - Nods attempt at a stronger recon vehicle, cuz lets face it, the buggy is a big bullet sponge.

File Attachments

1) [Nod_Marder.rar](#), downloaded 229 times

Subject: Re: Release: Hybrid Tanks

Posted by [nodelites](#) on Sun, 22 Jul 2007 21:00:44 GMT

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Id post a screenie, but i dont know how to get a screenshot in gmax or renegade.

Subject: Re: Release: Hybrid Tanks

Posted by [Cpo64](#) on Sun, 22 Jul 2007 21:09:39 GMT

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looks okay,

the gun looks to high to me. Would look better lower, or even sunk right into the turret, the tank would also look better if it was longer I think. Right now it looks like it would roll over on its self

Subject: Re: Release: Hybrid Tanks

Posted by [IronWarrior](#) on Sun, 22 Jul 2007 21:38:03 GMT

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Take a screen shot using fraps or whatever with the program is open on the desktop, then post.

Subject: Re: Release: Hybrid Tanks

Posted by [nodelites](#) on Sun, 22 Jul 2007 21:45:21 GMT

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fraps?

Subject: Re: Release: Hybrid Tanks
Posted by [nodelites](#) on Sun, 22 Jul 2007 22:13:32 GMT
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I have a thing for miniture things, so these are small. they share the base of the first tank. (cuz it can suport many turret shapes)

(All of the tanks in this thred were done while i was learning gmax/renx, so thats why they so simliar, i just wanted to get opinions so i could improve them better[base, size, positions, etc])

File Attachments

- 1) [Nod_Lynx.rar](#), downloaded 200 times
 - 2) [Nod_Marder_Alternate.rar](#), downloaded 193 times
 - 3) [Nod_Pitbull.rar](#), downloaded 182 times
-

Subject: Re: Release: Hybrid Tanks
Posted by [futura83](#) on Sun, 22 Jul 2007 23:08:36 GMT
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Easy way of taking screen-shots:

Press 'print screen' --> open image editing software --> paste --> save

Subject: Premier model
Posted by [nodelites](#) on Mon, 23 Jul 2007 00:44:07 GMT
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I havent tested it yet, but here you are, a beta model.

The Scorpion Tank from Halo!

Please note this is a beta model, it is textured and boned, but i havent tested it ingame yet. I also dont know how to animate textures yet, so the treads stand still, sorry.

(This does ot share the same meshes as the other tanks in this thread

File Attachments

- 1) [Halo_Scorpion_Tank.rar](#), downloaded 200 times
-

Subject: Re: Release: Hybrid Tanks
Posted by [BlazeDragon](#) on Mon, 23 Jul 2007 03:20:56 GMT
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All the models I have looked at so far are edited versions of sgtmays models:/. None the less they

aren't so bad. All of them are.. I take that back:|.

Subject: Re: Release: Hybrid Tanks
Posted by [IronWarrior](#) on Mon, 23 Jul 2007 08:03:38 GMT
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Are these for model changes for Renegade?

Subject: Re: Release: Hybrid Tanks
Posted by [nodelites](#) on Mon, 23 Jul 2007 14:18:03 GMT
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as posted above, i have a thing for small tanks >> The base seemed perfect at the time when i made them. If it makes you better, think if it being in IFV. (from RA2)

Subject: Re: Release: Hybrid Tanks
Posted by [nodelites](#) on Mon, 23 Jul 2007 14:19:50 GMT
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nodelites wrote on Sun, 22 July 2007 18:13All of the tanks in this thred were done while i was first learning gmax/renx

Subject: Re: Release: Hybrid Tanks
Posted by [nodelites](#) on Mon, 23 Jul 2007 15:59:31 GMT
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It isnt finished yet, but what do you think? Ive been working on a juggernaut mech. i still need to corectly texture the top peice. But please give me feedback so i can improve it.

Front View

Left View

Right View

Back View

Perspective View

File Attachments

1) [Front.jpg](#), downloaded 959 times



2) [Left.jpg](#), downloaded 962 times



3) [Right.jpg](#), downloaded 965 times



4) [Back.jpg](#), downloaded 948 times



5) [Perspective.jpg](#), downloaded 953 times



Subject: Re: Release: Hybrid Tanks
Posted by [danpaul88](#) on Mon, 23 Jul 2007 16:17:55 GMT
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The barrels are way too long, it would overbalance and fall over 90% of the time....

Subject: Re: Release: Hybrid Tanks
Posted by [Jerad2142](#) on Mon, 23 Jul 2007 22:09:24 GMT
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danpaul88 wrote on Mon, 23 July 2007 10:17The barrels are way too long, it would overbalance and fall over 90% of the time....

Ya, what you need to do to fix it is put a pole on the front gun, and a tricycle wheel at the end of that wheel (jk). But yes the guns are a bit long.

Subject: what do you think?

Posted by [nodelites](#) on Wed, 25 Jul 2007 20:59:28 GMT

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Here is my current project: the Stryker Tank, its an AA tank.

This is in w3d wiewer, im about to test it ingame to see if i need to tweak the positions a bit or somethin.

what do you all think? Id like your opinions.

File Attachments

1) [Tank Preview.jpg](#), downloaded 873 times



Subject: Re: Release: Hybrid Tanks

Posted by [Slave](#) on Wed, 25 Jul 2007 23:58:54 GMT

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Which rts game is it ripped from?

I guess it looks alright, when viewed from 200 meters up in the sky. I doubt it will look pretty from 1 meter in front of it.

Oh and that's no Stryker Tank according to google...

Subject: Re: Release: Hybrid Tanks
Posted by [nodelites](#) on Thu, 26 Jul 2007 13:40:34 GMT
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Slave wrote on Wed, 25 July 2007 19:58
Oh and that's no Stryker Tank according to google...

Its the nickname i gave it >>
