Subject: Line of Fire
Posted by DL60 on Sun, 02 Nov 2008 18:38:10 GMT
View Forum Message <> Reply to Message

I played around with renegade models once again^^

Subject: Re: Line of Fire
Posted by Goztow on Sun, 02 Nov 2008 18:44:15 GMT
View Forum Message <> Reply to Message

Amazing!

Subject: Re: Line of Fire
Posted by anant on Sun, 02 Nov 2008 18:46:58 GMT
View Forum Message <> Reply to Message

truly amazing

Subject: Re: Line of Fire
Posted by Omar007 on Sun, 02 Nov 2008 18:47:03 GMT
View Forum Message <> Reply to Message

Very Nice

Subject: Re: Line of Fire
Posted by ErroR on Sun, 02 Nov 2008 19:03:58 GMT
View Forum Message <> Reply to Message

Goztow wrote on Sun, 02 November 2008 20:44Amazing!
anant wrote on Sun, 02 November 2008 20:46truly amazing
 Absolutely amazing
what software did u use to make it? (it's preety obvious tho..)

Subject: Re: Line of Fire
Posted by LiL KiLLa on Sun, 02 Nov 2008 19:06:20 GMT
View Forum Message <> Reply to Message

sieht gut aus

looks nice

Subject: Re: Line of Fire
Posted by GrimmNL on Sun, 02 Nov 2008 20:08:33 GMT
View Forum Message <> Reply to Message

you're awesome

Subject: Re: Line of Fire
Posted by DL60 on Sun, 02 Nov 2008 20:11:47 GMT
View Forum Message <> Reply to Message

Thanks

Quote:what software did u use to make it?
- Gmax/RenX (posing with the existing character system from the LE-howTo)
- RenegadeEx (extracting of course)
- 3ds Max 9 (slight edits & exporting to 3ds)
- Crazybumb (for bumpmaps)
- Cinema 4D (rendering & materials)

Subject: Re: Line of Fire
Posted by IronWarrior on Sun, 02 Nov 2008 20:48:54 GMT
View Forum Message <> Reply to Message

Awesome, please do one with sakura and hotwire.

Subject: Re: Line of Fire
Posted by Lone0001 on Sun, 02 Nov 2008 20:56:07 GMT
View Forum Message <> Reply to Message

That looks epic.

Subject: Re: Line of Fire
Posted by Altzan on Sun, 02 Nov 2008 22:05:13 GMT
View Forum Message <> Reply to Message

Lone0001 wrote on Sun, 02 November 2008 14:56That looks epic.

Quoted for truthfulness.

Subject: Re: Line of Fire
Posted by Canadacdn on Sun, 02 Nov 2008 22:40:10 GMT
View Forum Message <> Reply to Message

I never understood why the guns in Renegade were so damn huge.

Subject: Re: Line of Fire
Posted by RTsa on Sun, 02 Nov 2008 23:00:18 GMT
View Forum Message <> Reply to Message

Because they look sexah.

Subject: Re: Line of Fire
Posted by samous on Sun, 02 Nov 2008 23:43:16 GMT
View Forum Message <> Reply to Message

nice

5/5 thumbs up, lol.

Subject: Re: Line of Fire
Posted by u6795 on Mon, 03 Nov 2008 03:05:36 GMT
View Forum Message <> Reply to Message

These are awesome, do more!

Subject: Re: Line of Fire
Posted by nopol10 on Mon, 03 Nov 2008 03:24:27 GMT
View Forum Message <> Reply to Message

Simply amazing, though it would be nicer if the textures of were higher resolution.

Subject: Re: Line of Fire
Posted by Veyrdite on Mon, 03 Nov 2008 06:38:37 GMT
View Forum Message <> Reply to Message

drools

Subject: Re: Line of Fire
Posted by ErroR on Mon, 03 Nov 2008 07:20:09 GMT
View Forum Message <> Reply to Message

I just luv the flechete

Subject: Re: Line of Fire
Posted by Scrin on Sun, 09 Nov 2008 11:53:18 GMT
View Forum Message <> Reply to Message

DeathLink6.0 wrote on Sun, 02 November 2008 12:38I played around with renegade models once again^^

its awesome, and nice for tib sidney PT icon

Subject: Re: Line of Fire
Posted by GrimmNL on Sun, 09 Nov 2008 15:08:36 GMT
View Forum Message <> Reply to Message

Scrin wrote on Sun, 09 November 2008 05:53DeathLink6.0 wrote on Sun, 02 November 2008 12:38I played around with renegade models once again^^

Toggle Spoiler
its awesome, and nice for tib sidney PT icon
was it not that sydney doesnt use this weapon but the tiberium autorifle...

Subject: Re: Line of Fire
Posted by Scrin on Sun, 09 Nov 2008 15:49:11 GMT
View Forum Message <> Reply to Message

GrimmNL wrote on Sun, 09 November 2008 09:08Scrin wrote on Sun, 09 November 2008 05:53DeathLink6.0 wrote on Sun, 02 November 2008 12:38I played around with renegade models once again^^

Toggle Spoiler
its awesome, and nice for tib sidney PT icon
was it not that sydney doesnt use this weapon but the tiberium autorifle...
but here is no sidney with tib auto rifle , so its ok, and i already converted his nice image into ren's tib sidney's PT
p.s. if you want i can post here my old tib sidney PT icon for ya

---

Subject: Re: Line of Fire
Posted by Jerad2142 on Sun, 09 Nov 2008 17:38:26 GMT
View Forum Message <> Reply to Message

If your using max or gmax, throw Tessellate onto the character model after you have it in a pose. Doing so adds more polys to the model which will improve the lighting effect on the overall model. But nice work all the same.

Subject: Re: Line of Fire
Posted by samous on Mon, 10 Nov 2008 00:25:56 GMT
View Forum Message <> Reply to Message

i'm going to ask for the pt icon, but b/c i asked, your probly not going to post it.

Subject: Re: Line of Fire

Posted by slavik262 on Mon, 10 Nov 2008 01:12:51 GMT
View Forum Message <> Reply to Message

That is one of the coolest renders I've seen in quite a while.

Subject: Re: Line of Fire
Posted by Altzan on Mon, 10 Nov 2008 05:35:12 GMT
View Forum Message <> Reply to Message

samous wrote on Sun, 09 November 2008 18:25i'm going to ask for the pt icon, but b/c i asked, your probly not going to post it.

Subject: Re: Line of Fire
Posted by Scrin on Mon, 10 Nov 2008 06:22:52 GMT
View Forum Message <> Reply to Message

Altzan wrote on Sun, 09 November 2008 23:35samous wrote on Sun, 09 November 2008 18:25i'm going to ask for the pt icon, but b/c i asked, your probly not going to post it.

spotted pigeon

File Attachments
1) old   hud_cnc_sidney.bmp, downloaded 95 times

Subject: Re: Line of Fire
Posted by samous on Tue, 11 Nov 2008 00:41:28 GMT
View Forum Message <> Reply to Message

i ment dds, i can't convert it remember...

Subject: Re: Line of Fire
Posted by ErroR on Tue, 11 Nov 2008 13:10:54 GMT
View Forum Message <> Reply to Message

samous wrote on Tue, 11 November 2008 02:41i ment dds, i can't convert it remember...

File Attachments

1) hud_cnc_gsydneych.dds, downloaded 107 times