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Subject: Line of Fire

Posted by [DL60](#) on Sun, 02 Nov 2008 18:38:10 GMT

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I played around with renegade models once again^^

#### File Attachments

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1) [Line\\_of\\_Fire\\_600x460\\_by\\_DeathLink6.jpg](#), downloaded 798 times



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Subject: Re: Line of Fire

Posted by [Goztow](#) on Sun, 02 Nov 2008 18:44:15 GMT

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Amazing!

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Subject: Re: Line of Fire  
Posted by [anant](#) on Sun, 02 Nov 2008 18:46:58 GMT  
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truly amazing

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Subject: Re: Line of Fire  
Posted by [Omar007](#) on Sun, 02 Nov 2008 18:47:03 GMT  
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Very Nice

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Subject: Re: Line of Fire  
Posted by [ErroR](#) on Sun, 02 Nov 2008 19:03:58 GMT  
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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  
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sieht gut aus

looks nice

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Subject: Re: Line of Fire  
Posted by [GrimmNL](#) on Sun, 02 Nov 2008 20:08:33 GMT  
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you're awesome

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Subject: Re: Line of Fire  
Posted by [DL60](#) on Sun, 02 Nov 2008 20:11:47 GMT  
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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)
- 

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Subject: Re: Line of Fire

Posted by [IronWarrior](#) on Sun, 02 Nov 2008 20:48:54 GMT

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Awesome, please do one with sakura and hotwire.

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Subject: Re: Line of Fire

Posted by [Lone0001](#) on Sun, 02 Nov 2008 20:56:07 GMT

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That looks epic.

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Subject: Re: Line of Fire

Posted by [Altzan](#) on Sun, 02 Nov 2008 22:05:13 GMT

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

Quoted for truthfulness.

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Subject: Re: Line of Fire

Posted by [Canadacdn](#) on Sun, 02 Nov 2008 22:40:10 GMT

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

---

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Subject: Re: Line of Fire

Posted by [RTsa](#) on Sun, 02 Nov 2008 23:00:18 GMT

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Because they look sexah.

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Subject: Re: Line of Fire  
Posted by [samous](#) on Sun, 02 Nov 2008 23:43:16 GMT  
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nice

5/5 thumbs up, lol.

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Subject: Re: Line of Fire  
Posted by [u6795](#) on Mon, 03 Nov 2008 03:05:36 GMT  
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These are awesome, do more!

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Subject: Re: Line of Fire  
Posted by [nopol10](#) on Mon, 03 Nov 2008 03:24:27 GMT  
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Simply amazing, though it would be nicer if the textures of were higher resolution.

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Subject: Re: Line of Fire  
Posted by [Veyrdite](#) on Mon, 03 Nov 2008 06:38:37 GMT  
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\*drools\*

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Subject: Re: Line of Fire  
Posted by [ErroR](#) on Mon, 03 Nov 2008 07:20:09 GMT  
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I just luv the flechette

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Subject: Re: Line of Fire  
Posted by [Scrin](#) on Sun, 09 Nov 2008 11:53:18 GMT  
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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

---

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Subject: Re: Line of Fire

Posted by [GrimmNL](#) on Sun, 09 Nov 2008 15:08:36 GMT

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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...

---

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Subject: Re: Line of Fire

Posted by [Scrin](#) on Sun, 09 Nov 2008 15:49:11 GMT

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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

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Subject: Re: Line of Fire

Posted by [Jerad2142](#) on Sun, 09 Nov 2008 17:38:26 GMT

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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.

---

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Subject: Re: Line of Fire

Posted by [samous](#) on Mon, 10 Nov 2008 00:25:56 GMT

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

---

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Subject: Re: Line of Fire

Posted by [slavik262](#) on Mon, 10 Nov 2008 01:12:51 GMT

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

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Subject: Re: Line of Fire

Posted by [Altzan](#) on Mon, 10 Nov 2008 05:35:12 GMT

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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.

---

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Subject: Re: Line of Fire

Posted by [Scrin](#) on Mon, 10 Nov 2008 06:22:52 GMT

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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

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### File Attachments

1) [old hud\\_cnc\\_sidney.bmp](#), downloaded 56 times

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Subject: Re: Line of Fire

Posted by [samous](#) on Tue, 11 Nov 2008 00:41:28 GMT

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

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Subject: Re: Line of Fire

Posted by [ErroR](#) on Tue, 11 Nov 2008 13:10:54 GMT

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

## File Attachments

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1) [hud\\_cnc\\_gsydneych.dds](#), downloaded 76 times

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