
Subject: Comment on Buggy
Posted by [zeratul](#) on Fri, 29 May 2009 21:03:23 GMT
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This is the one nod vehicle ive made so far that i feel i put the most detail in well except the harvy... comment

File Attachments

1) [Buggy1.png](#), downloaded 513 times



2) [Buggy2.png](#), downloaded 488 times



3) [Buggy3.png](#), downloaded 450 times



4) [Buggy4.png](#), downloaded 456 times



5) [Buggy 5.png](#), downloaded 469 times



Subject: Re: Comment on Buggy
Posted by [u6795](#) on Fri, 29 May 2009 22:08:52 GMT
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I'm sorry but I am SO FUCKING TIRED of this 'style.'

Any third grade kid with a ten minute attention span can churn out one of these in MS Paint.
Please stop making these.

It'd be much better if you'd try to learn more advanced techniques and create better work, not simply using the well-worn "TRON" title to pass off a 30 second paint job as a production.

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Fri, 29 May 2009 22:11:42 GMT
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ive been experimenting with different styles so far i have come up with a few... but am still workin on them

Subject: Re: Comment on Buggy
Posted by [Altzan](#) on Sat, 30 May 2009 00:14:47 GMT
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If you want to make them, make them. Perhaps finish the set and try something harder later.

I like this one as well.

Suggestion. Take some time and post them all at once, instead of one at a time.

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Sat, 30 May 2009 01:57:59 GMT
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oh dont worry i am goin to finish the set and release for everyone

Subject: Re: Comment on Buggy
Posted by [Altzan](#) on Sat, 30 May 2009 05:26:10 GMT
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Just wait until the pack is finished before releasing or you might get lynched

Subject: Re: Comment on Buggy
Posted by [Carrierll](#) on Sat, 30 May 2009 07:49:24 GMT
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And try using the right subforum! That's the second topic of yours I've moved in about two minutes!

Subject: Re: Comment on Buggy
Posted by [Xena](#) on Sat, 30 May 2009 08:43:33 GMT
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u6795 wrote on Fri, 29 May 2009 17:08 I'm sorry but I am SO FUCKING TIRED of this 'style.'

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agreed

Subject: Re: Comment on Buggy
Posted by [ErroR](#) on Sat, 30 May 2009 09:57:47 GMT
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Xena wrote on Sat, 30 May 2009 11:43u6795 wrote on Fri, 29 May 2009 17:08I'm sorry but I am SO FUCKING TIRED of this 'style.'

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agreed
yeah

Subject: Re: Comment on Buggy
Posted by [JsxKeule](#) on Sat, 30 May 2009 13:32:12 GMT
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ErroR wrote on Sat, 30 May 2009 11:57Xena wrote on Sat, 30 May 2009 11:43u6795 wrote on Fri, 29 May 2009 17:08I'm sorry but I am SO FUCKING TIRED of this 'style.'

Any third grade kid with a ten minute attention span can churn out one of these in MS Paint.
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agreed
yeah

yes tron is boring try something new
like tribal or graffitti or any new style like medieval renegade ^^

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Sat, 30 May 2009 14:00:57 GMT

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CarrierII wrote on Sat, 30 May 2009 02:49 And try using the right subforum! That's the second topic of yours I've moved in about two minutes!
yea sorry about that i was rushing to get things done being tired and all

Subject: Re: Comment on Buggy
Posted by [Rolandvz](#) on Mon, 01 Jun 2009 22:25:10 GMT
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This looks cool to me. I wish I knew how to make something like this. Where can I download this?

Subject: Re: Comment on Buggy
Posted by [LeeumDee](#) on Tue, 02 Jun 2009 00:52:11 GMT
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Zeratul released some I think.

Yup!

In the mod release section.

here: <http://www.renegadeforums.com/index.php?t=msg&th=33434&start=0&rid=2> 3561

Subject: Re: Comment on Buggy
Posted by [Goztow](#) on Tue, 02 Jun 2009 06:41:25 GMT
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Hint: when it doesn't look like a vehicle, you're probably not doing a great job.

Subject: Re: Comment on Buggy
Posted by [RMCool13](#) on Tue, 02 Jun 2009 07:54:19 GMT
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Goztow wrote on Tue, 02 June 2009 01:41 Hint: when it doesn't look like a vehicle, you're probably not doing a great job.

(cough) opinion (cough)

Subject: Re: Comment on Buggy

Posted by [Scrin](#) on Tue, 02 Jun 2009 07:59:25 GMT

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RMCool13 wrote on Tue, 02 June 2009 02:54Goztow wrote on Tue, 02 June 2009 01:41Hint:
when it doesn't look like a vehicle, you're probably not doing a great job.

(cough) opinion (cough)
(RMCool13) ... (RMCool13)

Subject: Re: Comment on Buggy

Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 11:17:23 GMT

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yes i have to agree with them.

We miss alot of good looking realistic skins

Subject: Re: Comment on Buggy

Posted by [JsxKeule](#) on Sun, 07 Jun 2009 11:29:43 GMT

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maybe you can try something like this

File Attachments

1) [apc.JPG](#), downloaded 814 times



⊗ Armored Personnel Car

NE



200

100

Credits: 97749
Time Remaining

Subject: Re: Comment on Buggy
Posted by [zeratul](#) on Sun, 07 Jun 2009 21:19:02 GMT
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I don't like people suggesting me things... please don't cause that just makes it harder to come up with something

Subject: Re: Comment on Buggy
Posted by [LeeumDee](#) on Sun, 07 Jun 2009 22:54:22 GMT
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JsxKeule wrote on Sun, 07 June 2009 07:29 maybe you can try something like this

-img-

So instead of just taking a screenshot of the APC to show zeratul an example. You purchase a sniper and park it in view of the barracks. Which both (by some CRAAAZZZY coincidence) happen to have custom models.....presumably made by you, presumably that you wont release.

If you want to whore skins/models that you don't intend to release, or simply just want comments on /posts from people regarding "omg! I want that!" Go to the mod forum.... You do this an awful lot I've noticed.

Subject: Re: Comment on Buggy
Posted by [JsxKeule](#) on Mon, 08 Jun 2009 13:13:00 GMT
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i just wanted to show him a example what he can make cause its gay to describe the apc and why i make it alot show (show skins or models so that everyone spams that he want to have) look at scrin he makes that often but i just showed a normal example and i would release the stuff from the pic but the problem is :
is sit some time on (1 hour)
i release it and then there are still bad comments about it so why i should release it and hear those bad comments from guys (dont want to say names) that cant make anything with skinning or modeling...
