Subject: Hand of Nod WIP
Posted by Aircraftkiller on Sun, 20 May 2012 18:15:05 GMT
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Now that the Tiberium Refinery is almost done, I decided to tackle the next structure which is moderately challenging. The original Hand has no defined "structure" beyond the front doors and the hand itself. The rest is a nebulous clump of rock that I've tried to form into a more characteristically defining shape for the structure, to make it look carved instead of like a massive boulder. The Hand was painted in Mudbox and there's a set of tiling textures developed for the exterior.

References:

Model/textures:

Subject: Re: Hand of Nod WIP
Posted by Generalcamo on Sun, 20 May 2012 19:21:26 GMT
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In my opinion, that looks nice. I see you took my suggestion well. However, it looks, small.

When you make the interior, I recommend making a basement as well. Perhaps something of a mix between TD style and C&C reborn's Hand of Nod would work out well.

Subject: Re: Hand of Nod WIP
Posted by Distrbd21 on Sun, 20 May 2012 20:19:29 GMT
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Looks great more detail on the hand would be nice though.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Mon, 21 May 2012 00:05:16 GMT
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What detail? Does it need jewelry, perhaps some rings? I'm not sure what kind of detail a carved

stone hand needs. I could easily push the geometry further but there needs to be a limit somewhere.

Subject: Re: Hand of Nod WIP
Posted by Distrbd21 on Mon, 21 May 2012 00:07:43 GMT
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Make some groves to make it look kinda real it looks like the thumb is a stone dick, in the last pic....

Subject: Re: Hand of Nod WIP
Posted by Xpert on Mon, 21 May 2012 00:17:58 GMT
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DistrbdSt0rm21 wrote on Sun, 20 May 2012 20:07Make some groves to make it look kinda real it looks like the thumb is a stone dick, in the last pic....

I don't know how you see a "dick" in that thumb. I sure don't LOL.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Mon, 21 May 2012 00:20:00 GMT
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The original reference is more penile than my version's thumb is. If you see dicks in hands I suggest you talk to Freud.

Subject: Re: Hand of Nod WIP
Posted by Starbuzz on Mon, 21 May 2012 02:38:34 GMT
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great work...thank you AK!

I have a suggestion. Is it possible to increase the girth of the forearm around the base so it has a slight conical appearance leading up to the wrist?

edit: not too much girth and conical appearance of the Renegade HON's forearm.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Mon, 21 May 2012 02:57:12 GMT

Sure. Thanks for noticing that. When you work on a model too long, you start losing sight of minor details.

Subject: Re: Hand of Nod WIP
Posted by Distrbd21 on Mon, 21 May 2012 05:46:50 GMT

looks more like a thumb NOW ;p

Subject: Re: Hand of Nod WIP
Posted by Starbuzz on Mon, 21 May 2012 08:45:17 GMT

wow looks superb! glad to be of help! I am giving it about 5 stars.

by the way, I am just curious about the height of an average character in relation with the building. Will the characters be as tall as the door or half of that?

I just have this image planted in me from playing C&C that this structure is really huge and the characters very small.

Subject: Re: Hand of Nod WIP
Posted by reborn on Mon, 21 May 2012 11:29:05 GMT

You've not shown the back, so I can only assume based on the index finger, but to me, the proximal phalanges look too long. I would also like to see the Distal phalange in the thumb more arched and gripping.

If you made these changes, I believe it would show to be gripping the globe in a way more reflective of the references, and also more normal looking, instead of what I am perceiving to be long fingers.

I hope you appreciate this as an attempt to be constructive, I deliberately googled hand bones to ensure that my input wasn't vague.

I really like it, but I am waiting to see the interior, as the refinary interior blew me away. You've set a high bar.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Tue, 22 May 2012 02:23:49 GMT
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The hand itself is based off my hand. It's not meant to be a 100% accurate representation of a human hand. The whole point of the sculpture was to illustrate that the soldiers of Nod are the hands of Nod.

I might edit the hand a bit just to give it some more definition. I had a full rig set up for the hand so I could move its joints into the positions I wanted, and I could always go back to it and give it more detail if I wish. The issue is that I don't want to push the engine too much. I'm trying to avoid the endless whining I got with Fjords because people are still running this game with systems made prior to 2005.

The interior will have a second floor. There is no way to get the amount of detail I want into the interior without some sort of basement. I'm trying to avoid elevators where possible but if design requires it (as in the Refinery's interior), then I'll end up using them. I do appreciate the good criticism, but don't expect any work until this weekend at the earliest. I should already be asleep since it's 10:30p and I need to be up at 6a.

Subject: Re: Hand of Nod WIP
Posted by yesfish on Tue, 22 May 2012 11:38:02 GMT
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The world is sort of resting there right now rather than being grasped. I think the pose and muscles really need exaggeration (half-way cartoony, even) to give that image of Nod's strength.

This is like a dream come true, aircraftkiller. I love the original C&C and really hope you finish this building collection! Don't overwork yourself though, it takes as long as it takes. Have fun.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Wed, 23 May 2012 02:43:50 GMT
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I put some more work into it tonight and added more subdivisions to the fingers. The entire hand was remapped again. I think it looks a lot more accurate now. Looking forward to starting the interior.

I'm considering setting up a texture blend from the Hand's base to the arm so that the two textures meld together without any seams.

Subject: Re: Hand of Nod WIP
Posted by kamuixmod on Thu, 24 May 2012 16:00:08 GMT
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dont forget the Finger nails, which work as obelisks

Subject: Re: Hand of Nod WIP
Posted by iRANian on Thu, 24 May 2012 16:14:28 GMT
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super smash brothers master hand of nod

Subject: Re: Hand of Nod WIP
Posted by Gohax on Thu, 24 May 2012 21:38:06 GMT
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Can't wait until you put this altogether in a map. By that time, I'll have my new PC and able to run it without any FPS drops.

Liking this hand a lot though.

Subject: Re: Hand of Nod WIP
Posted by Blazea58 on Thu, 24 May 2012 21:47:06 GMT
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That looks incredible now. At first I was thinking to myself that the hand had really bad definition, and didn't look like it was gripping the globe very well, but now it is perfect in terms of shape. Yes add a blend where the seam is while your at it also

 As another person asked, how tall are the doors in relation to the character? Hopefully this won't be the smallest structure of both teams, because we all know the height makes it easy to hit. Depends on the maps of course, given this is being released as a pack when you have completed them, and the map.

Can't wait to see the interior, I think for this type of structure it would only seem natural to have an elevator that is based in the very center, and a set of stairs that goes around the outside edge.

Considering this is where you train the soldiers, I take it you would be adding things like a locker room, room full of beds, and of course some sort of training room for the soldiers with targets set up. My impressions are that it would be quite roomy on the inside and contain at least two lower levels below the first one.

Anyway's, great job thus far.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Fri, 25 May 2012 04:47:56 GMT
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Here's the character scale in relation to the structure.

Subject: Re: Hand of Nod WIP
Posted by FlaminGunz on Fri, 25 May 2012 05:33:18 GMT
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not enough greenary, dissappointing

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Fri, 25 May 2012 05:52:56 GMT
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Get off my thread, you shit.

Subject: Re: Hand of Nod WIP
Posted by F1r3st0rm on Fri, 25 May 2012 05:57:58 GMT
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not bad but i think the globe needs to be a bit bigger idk

Subject: Re: Hand of Nod WIP
Posted by snpr1101 on Fri, 25 May 2012 09:38:29 GMT
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The scale of the globe seems to be much bigger in your first revision; I do like that size more.

Looking decent so far. However, it looks more like a feminine hand or an artistic sculpture rather than ' the big scary Hand of Nod'. Do you care about that? Or just going for a new look. Anyhow, gl.

edited for derping.

Subject: Re: Hand of Nod WIP

Posted by iRANian on Fri, 25 May 2012 09:44:16 GMT
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I feel that the base that the hand is stretching out of is too small, if you take a look at the ingame SHP and Westwood's model I can't imagine the base being so small compared to the hand.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Fri, 25 May 2012 16:57:57 GMT
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I'll look into expanding the base. I am happy with how it looks right now, so don't expect too much unless you have a particularly compelling argument. At this point I want to finish the interior and move on to the GDI Barracks so I can put these two buildings into Noddingham and continue to work on that map.

Here's why I'm not changing the hand:

I'm fairly confident that I have it correct in relation to the hand shown in that old render. The globe is also the correct size. It was about 20% too large in the early renders. I would have to increase the size of the hand in order to make it grip the globe the way it does now, if I were to make the globe larger again.

/Also, the original hand is somewhat deformed. The index finger is especially awkward looking. I imagine they didn't have anyone with a fine arts background developing models at that time.

Subject: Re: Hand of Nod WIP
Posted by iRANian on Fri, 25 May 2012 17:31:27 GMT
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Ah, I do feel the SHP artwork looks better than the model. By the way, that shot of the SHP artwork comes from a beta screenshot, in the final game the Hand of Nod doesn't have a Nod symbol on the arm stretching out of the base.

Not sure if you're already aware of it. Doesn't really matter and I prefer the version with the Nod symbol on it. The SHP also has a thicker base which I like.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Fri, 25 May 2012 17:33:41 GMT
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I tried it with the thicker base before and I didn't like how it turned out... But I just tried it and I think it works. We'll see if it stays or not. Thanks for the comments. I'm working on the interior right now.

/And yes, I did know about the beta/release Hand
//Always liked the beta structures from CC1 more due to color schemes

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Subject: Re: Hand of Nod WIP
Posted by iRANian on Fri, 25 May 2012 19:50:09 GMT
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Yeah I also prefer the beta SHP artwork more, because of the added Nod symbols and the great colour scheme, although I also like the blue used for Nod's vehicles in the final game.

Subject: Re: Hand of Nod WIP
Posted by Reaver11 on Fri, 25 May 2012 20:28:56 GMT
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In your last render the base is the same as the hand is this intended or just to show the scale comparison?

Since I think you shouldn't use much blend on the seam due to the fact the fact is either carved / put on the rock.
The rock base itself 'appears' natural in the Westwood pictures.

Subject: Re: Hand of Nod WIP
Posted by Aircraftkiller on Fri, 25 May 2012 20:57:54 GMT
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In the last render, the green rectangular box is the player scale. I'm combining textures where possible to reduce load times and frame rate slowdowns, so the hand and the rock base are both using the same texture. Smoothing groups will make it look like the hand is jutting out of the rock in-game, since the lighting will create a visible seam where the arm meets the rock face.

Subject: Re: Hand of Nod WIP
Posted by Blazea58 on Sat, 26 May 2012 08:13:16 GMT
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Well I just hope the Mammoth tank has lower splash damage, or people inside will be screwed!! lol. That is unless of course the purchase terminals are on a lower floor, and plenty of ways back to the ground level. I'm sure you will figure something out, as you always do.

Either way, I think it's better with that new concrete look and the big crack down the side.