
Subject: Renegade X: The Dead 6 - Renders
Posted by [Dante](#) on Fri, 22 Aug 2003 05:05:44 GMT
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<http://www.renevo.com/d6/renderers/>

more coming soon.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Crimson](#) on Fri, 22 Aug 2003 05:09:33 GMT
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Sexy!

Subject: Renegade X: The Dead 6 - Renders
Posted by [Beanyhead](#) on Fri, 22 Aug 2003 05:10:02 GMT
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Nice

Subject: Renegade X: The Dead 6 - Renders
Posted by [Blazer](#) on Fri, 22 Aug 2003 05:10:17 GMT
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CrimsonSexy!

Yes j00 are!

Subject: Renegade X: The Dead 6 - Renders
Posted by [Aurora](#) on Fri, 22 Aug 2003 05:38:09 GMT
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OMFG ROXXOR

It's a HK-G36 though

Subject: Renegade X: The Dead 6 - Renders
Posted by [Dante](#) on Fri, 22 Aug 2003 05:42:12 GMT
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HK G36K to be exact

there we go, all fixored

Subject: Renegade X: The Dead 6 - Renders
Posted by [Aurora](#) on Fri, 22 Aug 2003 05:50:26 GMT
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Subject: Renegade X: The Dead 6 - Renders
Posted by [TheMouse](#) on Fri, 22 Aug 2003 06:16:46 GMT
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whoa.... thats a nice model!

Subject: Renegade X: The Dead 6 - Renders
Posted by [Aurora](#) on Fri, 22 Aug 2003 06:19:04 GMT
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OMFG.

humps WolfPup

Subject: Renegade X: The Dead 6 - Renders
Posted by [Griever92](#) on Fri, 22 Aug 2003 08:18:27 GMT
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BeanyheadNice

I see your "nice" and i raise you a "Really Nice"

Subject: Renegade X: The Dead 6 - Renders
Posted by [Infinint](#) on Fri, 22 Aug 2003 08:31:23 GMT
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SWEET!

Subject: Renegade X: The Dead 6 - Renders
Posted by [Halo38](#) on Fri, 22 Aug 2003 08:44:16 GMT
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WolfPup = sex on a stick

gimme gimme gimme

Subject: Renegade X: The Dead 6 - Renders
Posted by [Aurora](#) on Fri, 22 Aug 2003 08:52:54 GMT
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Halo38WolfPup = sex on a stick

gimme gimme gimme

You mean a dildo?

It looks more like a war machine than a dildo...

Subject: Renegade X: The Dead 6 - Renders
Posted by [Majiin Vegeta](#) on Fri, 22 Aug 2003 11:08:39 GMT
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thers me thinking its just gonna be sum .jpg

you can spin it around.. omg :D:D:D
it looks great

Subject: Renegade X: The Dead 6 - Renders
Posted by [General Havoc](#) on Fri, 22 Aug 2003 11:18:41 GMT
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Great. You can also zoom and move it around. The controls are like the W3D viewer and most other 3D applications. Right click to zoom, Both mouse buttins to move and left click to rotate.

Subject: Renegade X: The Dead 6 - Renders
Posted by [PsycoArmy](#) on Fri, 22 Aug 2003 12:25:32 GMT
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Good job!

Subject: Renegade X: The Dead 6 - Renders
Posted by [MonkeyPhonic](#) on Fri, 22 Aug 2003 12:33:31 GMT
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DanteHK G36K to be exact

there we go, all fixored

Well, just to be ultra pedantic it's a G36-C tho the difference is barely noticable. Tho I did use bits of both for the texture.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Dante](#) on Fri, 22 Aug 2003 13:24:42 GMT
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that G36 just has all kinds of accessories

i found this one pretty interesting myself...

or even

this gun has alot of different configs, it rocks...

Subject: Renegade X: The Dead 6 - Renders
Posted by [Dante](#) on Fri, 22 Aug 2003 15:27:42 GMT
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some SP Civilian buildings up now

Church, Well, and Shed01

Subject: Renegade X: The Dead 6 - Renders
Posted by [MonkeyPhonic](#) on Fri, 22 Aug 2003 15:58:16 GMT
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It's just a shame you need a crane to lift it

Dantethat G36 just has all kinds of accessories

this gun has alot of different configs, it rocks...

Subject: Renegade X: The Dead 6 - Renders
Posted by [Halo38](#) on Fri, 22 Aug 2003 16:33:11 GMT
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AuroraX0Halo38WolfPup = sex on a stick

gimme gimme gimme

You mean a dildo?

It looks more like a war machine than a dildo... :rolleyes:

Subject: Renegade X: The Dead 6 - Renders
Posted by [Havoc 89](#) on Fri, 22 Aug 2003 17:04:58 GMT
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damn... me wanna play with that machine and the G36

Subject: Renegade X: The Dead 6 - Renders
Posted by [gendres](#) on Fri, 22 Aug 2003 19:12:10 GMT
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nice

Subject: Renegade X: The Dead 6 - Renders
Posted by [Sparxxx](#) on Fri, 22 Aug 2003 19:21:40 GMT
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Nice! German Weapon Technique is the best

Subject: Renegade X: The Dead 6 - Renders
Posted by [Aircraftkiller](#) on Fri, 22 Aug 2003 19:37:27 GMT
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So now you're going to change the vehicles into something completely different? Keep in mind that following the C&C storyline is better, unless you plan on doing something like Dan Cermak decided to do and change the story of C&C to fit the time between TD and TS.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Dante](#) on Fri, 22 Aug 2003 19:40:02 GMT
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Aircraftkiller So now you're going to change the vehicles into something completely different? Keep in mind that following the C&C storyline is better, unless you plan on doing something like Dan Cermak decided to do and change the story of C&C to fit the time between TD and TS.

wow, you catch on fast, the vehicle is a prototype for something in TS, which most special op units (like d6) test prior to going into full commission.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Aircraftkiller](#) on Fri, 22 Aug 2003 19:47:38 GMT
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Here's a better idea... How about you recreate that prototype powered armor that you found at the end of TD, with the Mechanical Man music in the background? It was a mid-sized powered armor suit with mechanized legs that had a laser mounted on it and also had a rocket launcher, or something to that effect.

It had a Humm-vee attack it with an anti-tank guided missile in the video, to which it responded with a laser burst which fried the Humm-vee.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Laser2150](#) on Fri, 22 Aug 2003 19:58:16 GMT
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yeah i know what hes talking about,i think i can get the video but it was this ownage version of the Tiberium Sun unit thingy.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Imdgr8one](#) on Fri, 22 Aug 2003 21:02:04 GMT
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I about fell over and slobbered when I saw those and realised I get to beta test.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Dante](#) on Fri, 22 Aug 2003 22:02:29 GMT
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new wolfpup pic up

Subject: Renegade X: The Dead 6 - Renders
Posted by [Majiin Vegeta](#) on Sat, 23 Aug 2003 01:31:32 GMT
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Dantenew wolfpup pic up

aww i wanted to spin the church

nice work

Subject: Renegade X: The Dead 6 - Renders
Posted by [Wild1](#) on Sat, 23 Aug 2003 16:21:50 GMT
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AircraftkillerHere's a better idea... How about you recreate that prototype powered armor that you found at the end of TD, with the Mechanical Man music in the background? It was a mid-sized powered armor suit with mechanized legs that had a laser mounted on it and also had a rocket launcher, or something to that effect.

It had a Humm-vee attack it with an anti-tank guided missile in the video, to which it responded with a laser burst which fried the Humm-vee.

That would be flipping awesome, but in TS, they never had a vehicle that powerful (Except MMkII) so that might be for TT. That was an awesome vehicle though and had a great song with it to boot. That would be great.

Subject: Renegade X: The Dead 6 - Renders
Posted by [OrcaPilot26](#) on Sat, 23 Aug 2003 18:23:23 GMT
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It was in the original preview video of TS

Subject: Renegade X: The Dead 6 - Renders
Posted by [Laser2150](#) on Sat, 23 Aug 2003 18:39:40 GMT
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Yeah thats the one!

I think its body is a tad fat.

To you think there was a person operating it? it the video it looked self aware.

Subject: Renegade X: The Dead 6 - Renders
Posted by [PiMuRho](#) on Sat, 23 Aug 2003 18:45:17 GMT
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Part of the video shows a person inside it.

Subject: Renegade X: The Dead 6 - Renders
Posted by [Halo38](#) on Sat, 23 Aug 2003 19:45:49 GMT
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OrcaPilot26

It was in the original preveiw video of TS

So thats what the cockpit of a the transport helicopter looks like with arms and legs...

Subject: Renegade X: The Dead 6 - Renders
Posted by [Renx](#) on Sun, 24 Aug 2003 12:46:56 GMT
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lol

hey Dante, that link didn't work for me, did it move or sumthing?
