
Subject: C&C Sand preview images

Posted by [Anonymous](#) on Fri, 31 Jan 2003 15:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Sir Phoenixx: quote:Originally posted by aircraftkiller2001:I really don't give a **** about the processes involved in making a model that you'll never use for anything in Renegade. Please, find something better to discuss.I wasn't discussing the 'processes' of making a model , I stated how your "wow you can model something without a skin on it" doesn't work since i was showing off the model, nothing more nothing less, which isn't skinned and or finished.

quote:Originally posted by aircraftkiller2001:Here's our Ignorant Statement of Today! Wake up, look at it... They may be modeled in Max, but that doesn't mean the processes are the same for everything. That's as absurd as saying "Characters are the same as making vehicles!" Each type of constructed model or map has a different process to go about before actually being able to call it a map or model. For instance, maps can't look like a vehicle... That's just stupid. Vice-versa for maps, how stupid would it to drive a vehicle that looked like a map? The processes involved are vastly different and are only tied together by Discreet's Max and gMax programs.I didn't say anything about the processes, or how it is put in the game. There is almost no difference in modeling a weapon or a vehicle than there is in modeling the terrain of a map. They are all made by editing planes, cylinders, boxes, etc. And I also didn't say anything remotely similar to "maps are the same as vehicles/guns ingame".

quote:Originally posted by aircraftkiller2001:Apparently, you're an idiot... I've been making maps for over four years now, and I know what I'm doing... Compared to you, at least. Therefore, my opinions and work speak for themselves far more than what your opinion would, as it holds no weight or experience in mapping and as such, makes you look more like a tard than you actually are. And how long have you been working in 3dsmax or gmax? I've been using 3dsmax/gmax for upwards of about 3 years, I am very experienced in both.I saw a lot more bunk here... I'll put it in simple terms:Stick to critiquing stuff you're good at. I can understand you knocking my vehicle models... Wait, I don't make vehicles. What about my weapon models? Don't make those either. Criticize what you're able to do, it's that simple... When or if I make a weapon\vehicle, you can criticize me to your heart's content.
