
Subject: CnC Reborn : Mobile Stealth Generator
Posted by [Renardin6](#) on Tue, 14 Sep 2004 12:18:31 GMT
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The Mobile stealth Generator. (model : permagrin , texture : me)

How will it work ? Simple. All vehicles and infantry coming around it on a certain range will be stealthed. I must wait in game tests for more details.

Reference pic used :

As you can see not a lot of details on it, so I added some stuff. It will also get a reflect on the window don't worry.

(I noticed that some parts have a wrong size. Permagrin will scale that when he comes back from vacancy.)

Polycount : 1836
Texture : 1 x 1024*1024 texture.
