Subject: C&C Commando: Tiberium Harvester
Posted by Deactivated on Fri, 28 May 2004 06:52:57 GMT
View Forum Message <> Reply to Message

The Harvester collects raw Tiberium and then transports it to refineries for processing. It is slow, heavily armoured and unarmed, meaning that it must be protected by other units though it is proficient at squishing enemy infantry.

Modelled and textured by Eric Kearns
Wheel model by Genocide and modified by me
Polycount: 1496

Click on a picture to view bigger version of that picture

Subject: C&C Commando: Tiberium Harvester
Posted by Aircraftkiller on Fri, 28 May 2004 07:05:22 GMT
View Forum Message <> Reply to Message

The specular lighting looks like crap on it, and the wheels were better the way they were before you messed them up too.

And you're welcome, still. The Harvester isn't slow. Try playing TD, it moves about the speed of a Medium Tank.

Subject: C&C Commando: Tiberium Harvester
Posted by Blazer on Fri, 28 May 2004 07:28:29 GMT
View Forum Message <> Reply to Message

The lights on top do look a bit odd...nice job on the rust effect on the rear of the GDI unit.

Subject: C&C Commando: Tiberium Harvester
Posted by Mad Ivan on Fri, 28 May 2004 08:22:42 GMT
View Forum Message <> Reply to Message

to make a good specular color, you need to MeshSmooth to arround 2 Literations...or you might want to tesselate a little...but i dont know what will it look like...oh and dont forget to enable "NPatch" in W3D - will look better on ATI Radeon 9800 and newer Cards

Subject: C&C Commando: Tiberium Harvester

Posted by --oo00o00oo-- on Fri, 28 May 2004 09:08:59 GMT
View Forum Message <> Reply to Message

spec maps have their uses. but just cuase you figured out how to use them in Renegade does not mean you need to put them on everything.

Subject: C&C Commando: Tiberium Harvester
Posted by Deactivated on Fri, 28 May 2004 10:03:08 GMT
View Forum Message <> Reply to Message

AircraftkillerThe specular lighting looks like crap on it, and the wheels were better the way they were before you messed them up too.

And you're welcome, still. The Harvester isn't slow. Try playing TD, it moves about the speed of a Medium Tank.

But the Harvester had originally flat wheel planes that looked worse than this. I'm changing the wheel backside texture though.

Wrong, the Harvester moves at the speed of a Mammoth Tank. And Mammoths are slow. I just checked it.

Subject: C&C Commando: Tiberium Harvester
Posted by Slash0x on Fri, 28 May 2004 14:54:09 GMT
View Forum Message <> Reply to Message

Nice! KUDOS!!!

Subject: C&C Commando: Tiberium Harvester
Posted by Aircraftkiller on Fri, 28 May 2004 17:39:00 GMT
View Forum Message <> Reply to Message

All you had to do was select the edges and scale them inward, then weld the vertex points... And put the wheel texture on that. There was no need to fuck up the wheels.

Blazer, he didn't do anything on that vehicle except add those light meshes in the front. All of it was done by Eric Kearns.

Subject: C&C Commando: Tiberium Harvester
Posted by Deactivated on Fri, 28 May 2004 17:54:00 GMT
View Forum Message <> Reply to Message

AircraftkillerAll you had to do was select the edges and scale them inward, then weld the vertex points... And put the wheel texture on that.

Interesting but...
Sorry, you're wrong again.

Subject: C&C Commando: Tiberium Harvester
Posted by Aircraftkiller on Fri, 28 May 2004 18:05:30 GMT
View Forum Message <> Reply to Message

:rolleyes:

Now I have to spend my time showing you that it can be done.

Subject: C&C Commando: Tiberium Harvester
Posted by Deactivated on Fri, 28 May 2004 18:20:41 GMT
View Forum Message <> Reply to Message

Round wheels=More realistic.

Subject: C&C Commando: Tiberium Harvester
Posted by Aircraftkiller on Fri, 28 May 2004 21:14:30 GMT
View Forum Message <> Reply to Message

"Unnecessary polygons."

Subject: C&C Commando: Tiberium Harvester
Posted by Spice on Sat, 29 May 2004 01:16:08 GMT
View Forum Message <> Reply to Message

I dont know but i cant see the Pictures. Here are the links for anyone having the same problem.

Nod's Harvester:
http://www.cannis.net/commando/images/c4/screen/harvy.jpg
GDI's Harvester:
http://www.cannis.net/commando/images/c4/screen/harvy2.jpg

My oppinion , the specular lighting does look like shit on it. Itas worn and torn metal not brand new car paint. Also the wheels do need more sides.

Subject: C&C Commando: Tiberium Harvester
Posted by IRON FART on Sat, 29 May 2004 01:33:17 GMT
View Forum Message <> Reply to Message

I think thats bad use of the specular.

Does specular have to applied to the whole model or such a large area?

Subject: C&C Commando: Tiberium Harvester
Posted by Mad Ivan on Sat, 29 May 2004 09:25:52 GMT
View Forum Message <> Reply to Message

specular looks best on high-poly First-Person Weapon Models.With applied Tesselation and NPatch for ATI TruForm Cards.

Subject: C&C Commando: Tiberium Harvester
Posted by Deactivated on Sat, 29 May 2004 09:50:44 GMT
View Forum Message <> Reply to Message

Mad Ivanspecular looks best on high-poly First-Person Weapon Models.With applied Tesselation and NPatch for ATI TruForm Cards.

And I have a Nvidia card.

Subject: C&C Commando: Tiberium Harvester
Posted by Mad Ivan on Sat, 29 May 2004 11:43:31 GMT
View Forum Message <> Reply to Message

me too, but thats not the point.
Test how it will look by applying "Tesselate" first and if it looks good (not smashed or deformed), apply NPatch.That way people with more high-end computers will return good feedback about the mod

---

Subject: C&C Commando: Tiberium Harvester
Posted by Ferhago on Tue, 01 Jun 2004 23:18:25 GMT
View Forum Message <> Reply to Message

Oh my god you laminated the harvester

Subject: C&C Commando: Tiberium Harvester

Posted by SuperFlyingEngi on Wed, 02 Jun 2004 00:06:33 GMT

View Forum Message <> Reply to Message

Ha ha.

He's got a point, specular looks weird.

Subject: C&C Commando: Tiberium Harvester
Posted by PointlessAmbler on Wed, 02 Jun 2004 04:57:31 GMT

View Forum Message <> Reply to Message

Yeah, having a shiny Harvester that is simultaneously rusted and dirty doesn't look quite right... I suggest removing it.