
Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Renardin6](#) on Fri, 03 Sep 2004 22:56:15 GMT
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Model : SpartnII (edited by Permagrín)
Texture : Renardin

TheKGBspy will add reflection effects on it and also some lights...

Enjoy :

Cya all in a week, time for me to have some rest...

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [spreegem](#) on Fri, 03 Sep 2004 23:32:02 GMT
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Where are the reference image for that? It doesn't really look that good though. . . The base part, where the legs are looks cool, but everything above that doesn't look so good. I don't know why really, the guns just look like cones, the waist is some cylinders that decrease in size, and the thing above it's head just looks wierd.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [PointlessAmbler](#) on Fri, 03 Sep 2004 23:35:46 GMT
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Needs more detail, it's all blurry. And the cones look terrible, change them for something else.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [SHOKAgent](#) on Fri, 03 Sep 2004 23:50:24 GMT
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Looks good, though could be a little closer to the reference:

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Sir Phoenixx](#) on Sat, 04 Sep 2004 00:18:02 GMT

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It's decent, needs more detail and changes/fixes.

The cannon seems to be missing the bright blue band around/above the barrel. It also seems to be a little too thin, and the barrel looks a little too short. There should be something below the cannon inbetween the supports. The supports should be thinner with a bar connecting them.

The head, instead of a brown skull, should be a messed up/mangled/mutated fleshy head, etc. It looks like the back of the skull should be encased in metal. I can't really tell if it's there in the screenshot, but it should have an eye piece of sorts sticking out of the left eye.

The armor needs to cover more of his chest, come up a little higher. The gold thing around his shoulders hanging on his chest needs to end further down, just above the segments that make up his waist. The red shoulder pads come down too far, and the arms start too far down also. The shoulder pads should also come out to the sides more. The arms need a lot more detail, and the upper arm needs to be thicker.

The segments that make up the waist are spread a little too far apart, the bottom, just above where his legs attach, is too short. The legs (mainly just the second segment) is too long, and it looks like there should be a hole in the leg segment, with the bright blue around the bottom of the hole.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Fabian](#) on Sat, 04 Sep 2004 00:19:14 GMT
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Looks great. Last time I checked, most warheads were cone-shaped.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Sir Phoenixx](#) on Sat, 04 Sep 2004 00:22:39 GMT
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Those aren't warheads... Those are rocket launchers.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Fabian](#) on Sat, 04 Sep 2004 00:31:24 GMT
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Oooh...I see it now. Thanks.

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [icedog90](#) on Sat, 04 Sep 2004 06:02:22 GMT

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spreegemWhere are the reference image for that? It doesn't really look that good though. . . The base part, where the legs are looks cool, but everything above that doesn't look so good. I don't know why really, the guns just look like cones, the waist is some cylinders that decrease in size, and the thing above it's head just looks wierd.

I agree.

Also, another good thing is nothing on it looks a little bit like plastic now.

The face kind of reminds me of Doom 3... lol.

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [Renardin6](#) on Sat, 04 Sep 2004 07:42:30 GMT

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The first model was more accurate and detailed, but the polycount was 4500 or more...

We had to remove a lot of 3d details to get a decent polycount wich is still high for a vehicle (2300 or something like that).

Thx for the comments Sir Phoenixx, I think we will scale some stuff later and maybe change some parts only if we can stay at the same or at a lower polycount. (for an example : adding detailed arms add too much polys)

For the head, I sux at making faces, I f anyone can help... you're welcome !

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [Aircraftkiller](#) on Sat, 04 Sep 2004 07:44:44 GMT

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[edited by Dante]

Sum it up, he don't like it.

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [Matrixnut42](#) on Sat, 04 Sep 2004 08:37:24 GMT

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Look at the reference image posted. You will see that the legs are not snooth, but have serrated edges along them. Also, the guns need to look more like guns, rather the missile launchers. Remember he fired a net as well. Again, look at the reference image to see what I mean.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [sniper12345](#) on Sat, 04 Sep 2004 10:45:12 GMT
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Aircraftkiller[edited by Dante]

Sum it up, he don't like it.

Imao

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Renardin6](#) on Sat, 04 Sep 2004 12:02:45 GMT
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Aircraftkiller[edited by Dante]

Sum it up, he don't like it.

Wow, grammar Dante... 'he doesn't' I am a french noob but that's a mistake

As said above, we would match the legs with the renders, but we will have 5000 polys model then, we have to remove a lot of details, that's what we have done. Anyway, if someone can do better and stay under the 2500 polys and give us the model, then do it

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Fabian](#) on Sat, 04 Sep 2004 12:23:02 GMT
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I'm 99% sure saying "don't" was intentional.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [gendres](#) on Sat, 04 Sep 2004 13:22:23 GMT
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Matrixnut42Look at the reference image posted. You will see that the legs are not smooth, but have serrated edges along them. Also, the guns need to look more like guns, rather the missile launchers. Remember he fired a net as well. Again, look at the reference image to see what I mean.

those are actually Rocket Launchers, didn't you play TS:Firestorm? The cyborg reaper shot missiles and an anti-infantry web

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Renx](#) on Sat, 04 Sep 2004 13:52:11 GMT
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Underneath his jaw, and behind his head should be metal plated. And I don't think he's supposed to have that headset thing...

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Matrixnut42](#) on Sat, 04 Sep 2004 13:54:31 GMT
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Quote:those are actually Rocket Launchers, didn't you play TS:Firestorm? The cyborg reaper shot missiles and an anti-infantry web

Yes, I did play Firestorm, but look at the reference image. They look nothing like the model.

And Renardin, I thought you already said you didn't care about people with lower end systems, and told your modelers there was no poly limit?

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Hav0c](#) on Sat, 04 Sep 2004 14:07:07 GMT
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Lol he never said that. Theres always been a limit.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [pulverizer](#) on Sat, 04 Sep 2004 15:43:32 GMT
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You need to put a little bit more detail on it. maybe some rust or so. Other than that. It looks great

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Matrixnut42](#) on Sat, 04 Sep 2004 15:49:27 GMT
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DethHav0cLol he never said that. Theres always been a limit.

I would get you the direct quote from Angel of Dawn, but I can't, as I am banned. All I remember is it is somewhere in SoDX's model update thread.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Hav0c](#) on Sat, 04 Sep 2004 16:25:11 GMT
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Yeh that may have been Aod but not Renardin, Aod isn't part of Reborn anymore, he's inactive

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Shappy](#) on Sat, 04 Sep 2004 16:29:36 GMT
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Matrixnut42DethHav0cLol he never said that. Theres always been a limit.

I would get you the direct quote from Angel of Dawn, but I can't, as I am banned. All I remember is it is somewhere in SoDX's model update thread.

is this what you mean?

angel of dawnLooks hot again
To be honest: I dont care about people with lower end PCs

We remove some unnecessary eyecandy like too much snow. but if a building needs over 1000 polys to look good...i wont tell the modeler to make it look bad and only use 500 polys

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [DeathAX](#) on Sat, 04 Sep 2004 16:30:11 GMT
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I am usually not as bold but .. This thing is really ugly and I seriously think it should'nt be included as a vehicle. Maybe some defensive AI or something but they were not vehicles.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Matrixnut42](#) on Sat, 04 Sep 2004 16:33:16 GMT
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ShappyMatrixnut42DethHav0cLol he never said that. Theres always been a limit.

I would get you the direct quote from Angel of Dawn, but I can't, as I am banned. All I remember is it is somewhere in SoDX's model update thread.

is this what you mean?

angel of dawnLooks hot again
To be honest: I dont care about people with lower end PCs

We remove some unnecessary eyecandy like too much snow. but if a building needs over 1000 polys to look good...i wont tell the modeler to make it look bad and only use 500 polys

Thats exactly the one I mean, thank you.

And Dethhavoc, I'm pretty sure he made that post when he wasn't inactive. And if he is off the team, tell him to stop acting like he is.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [xptek](#) on Sat, 04 Sep 2004 16:53:43 GMT
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Looks pretty good.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [m1a1_abrams](#) on Sat, 04 Sep 2004 17:53:01 GMT
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There's another image of the Cyborg Reaper where you can see more clearly the details of the skull and the headset. The Reaper has the same skull head in the first picture that somebody posted, if you look closely. However, like Sir Phoenixx pointed out, the skull should be less bone coloured and more pinkish... it seems to be covered by a thin layer of decaying flesh in both images.

Personally I think that it's pretty good. The only glaring mistake is where the arms meet the body. The arms are too low down and the shoulders don't stick out enough. If you can fix that then I won't be complaining about accuracy... everything else is there.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Deactivated](#) on Sat, 04 Sep 2004 18:02:15 GMT
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Kind of off topic...

That picture is from a lost cutscene where Orca Bombers bomb CABAL's Cyborg Reapers.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Vitaminus](#) on Sat, 04 Sep 2004 18:47:22 GMT
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Where did you get that? It's not on my Firestorm CD that's for sure.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Hav0c](#) on Sat, 04 Sep 2004 19:21:50 GMT
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Hmmm id love to see that Clip, any idea where the vid might be?

Looks like the picture that m1_a1 posted is from that cutscene, notice the orca bombs in the background.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [England](#) on Sat, 04 Sep 2004 21:24:14 GMT
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Aircraftkiller[edited by Dante]

Sum it up, he don't like it.

Imfao

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Aircraftkiller](#) on Sat, 04 Sep 2004 21:42:19 GMT
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I'd rather YSLMuffins just be a moderator instead of Dante. This post editing shit is getting out of hand.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Cept](#) on Sat, 04 Sep 2004 21:58:31 GMT
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OR! you could obey the rules and start be polite?! thats a reason too you know

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [NeoX](#) on Sat, 04 Sep 2004 22:44:18 GMT
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Aircraftkiller!d rather YSLMuffins just be a moderator instead of Dante. This post editing shit is getting out of hand. You are a hypocrit. You delete every post I make in the renaler forums now i

cant post no more and most of the time im just suggesting. You say bad shit and get your posts edited get used to it.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [npsmith82](#) on Sat, 04 Sep 2004 22:47:06 GMT
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Aircraftkiller!d rather YSLMuffins just be a moderator instead of Dante. This post editing shit is getting out of hand.I totally disagree. I can't understand how you think your way of speaking is acceptable.

YES, some people do think similar to you, where if someone shouts at you or criticises everything you do, you may become a better person and improve that way.

I'd say 99% of people respond better to a little gentle encouragement rather than your full-on "truth hurts" approach.

Imagine this - if you were creating something in your woodwork class, let's say a model boat. If once you're happy with the model, you present it to the class and the teacher says:

Sorry, but that's absolutely pathetic.
It looks too 'plasticky'
The colour is SUCH a bad choice.
The rough edges look terrible.
That would NEVER float you idiot.
I don't know why you even bother taking this course.

If someone said that to ME, i'd be absolutely pissed off beyond belief with that teacher and I tend to hold grudges against people like this for a LONG time.

Now... if the teacher had said some of the above but also said a FEW compliments/encouragements along the way it would be far more productive. Like "It's not bad, but you could change this to make it much better - keep working at it, you'll get better with time".

I've got to know your forum behaviour for over 2 years, and in some places it's understandable, but nowadays with all this rivalry between you and Reborn it's just getting worse. That's why our new moderators are here to put a stop to all this. I'm positive that the majority of flaming in the mod forum, is either initiated or baited by you.

Unfortunately Jon, we know you'll never change.

You can just carry on as you are and get every post edited, or you can choose to bite the bullet and abide by the rules. Everyone else understands the new rules, why can't you?

Three important words here...
ENCOURAGEMENT, not CRITICISM.

I guess you could consider that this is the first time that i've "flamed" something... if only you could make the same claim.

Good job Dante and YSLmuffins, keep up the great work!

End of rant.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Aircraftkiller](#) on Sat, 04 Sep 2004 23:06:31 GMT
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Quote:Unfortunately Jon, we know you'll never change.

You mean you "think" you know I'll never change. For all you know about me, which is pretty much nothing at all, that's a large assumption to make.

Quote:YES, some people do think similar to you, where if someone shouts at you or criticises everything you do, you may become a better person and improve that way.

Yes, some people do think similar to you where if someone babys you through the process of doing work and tries to tell you that everything you do is great, you may become a better person and improve that way.

Unfortunately not everyone thinks like that. I prefer telling people what I really think instead of "watering it down" with some compliments in something I never liked to begin with. That is why the mod forum is here, to express a range of opinions. Not just "well it can be improved" or anything else you think of.

I'm sick of encouraging Reborn. They have NEVER IMPROVED OVER TWO YEARS and continue to put out crap. Unlike some of you, I am not going to be gullible and get fooled into thinking that posting nice things about them is going to make them do any better. Whenever you suggest something, it always ends up with "we just do dis fer teh funz and dat meanz we no care about wut u tink so stfu" or something very similar to that. So why bother? If they actually cared I would be productive towards them. They get what they put out... If they don't care about us I don't see why I should care about them.

Quote:I guess you could consider that this is the first time that i've "flamed" something... if only you could make the same claim.

Doesn't make you right. Simply holding back hostilities towards others will not make a difference in their quality of work. Babying people into thinking something is good, when it really is not, will end up causing them to create the same old shit over and over.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [Doitle](#) on Sun, 05 Sep 2004 00:10:18 GMT

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This is I think a good comparison to AK's style of criticism in another venue.

<http://maddox.xmission.com/c.cgi?u=irule2>

lol

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [icedog90](#) on Sun, 05 Sep 2004 00:18:22 GMT

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npsmith82 AND Aircraftkiller are both right, but instead of stating myself, I'm going to keep my mouth shut.

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [npsmith82](#) on Sun, 05 Sep 2004 00:18:56 GMT

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DoitleThis is I think a good comparison to AK's style of criticism in another venue.

<http://maddox.xmission.com/c.cgi?u=irule2>

lol

Quote:I can't believe how much I rule

Heh, very appropriate.

I don't even wanna know how you managed to stumble across that page...

Subject: CnC Reborn : NOD Cyborg Reaper
Posted by [YSLMuffins](#) on Sun, 05 Sep 2004 00:27:18 GMT

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Compared to the render posted by SHOKAgent, the shoulders of the Reaper really aren't broad enough, and the skull needs some work--it reminds me of a teddy bear somehow, lol. The Reaper is too tall and skinny, compared to the Render which is shorter, broader, and the legs do not fold up as high. The slinger launcher above its head needs to be smoother and less bumpy.

Other than that, the Reaper is a good start. It just needs to look more intimidating-looking...

Edit: And this topic is getting off-topic. I hope Reborn has gotten enough feedback to improve.

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [Titan1x77](#) on Sun, 05 Sep 2004 00:27:24 GMT

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DoitleThis is I think a good comparison to AK's style of criticism in another venue.

<http://maddox.xmission.com/c.cgi?u=irule2>

lol

what a great find and a proper time to use it in this thread.

How's it feel ACK to have your posts edited....what comes around go's around!

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [Renx](#) on Sun, 05 Sep 2004 00:28:17 GMT

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It was going around in an email a while ago, and some people check the maddox site regularly. Sure it's ignorant, but I still laughed for about 5 minutes after reading that email

Subject: CnC Reborn : NOD Cyborg Reaper

Posted by [YSLMuffins](#) on Sun, 05 Sep 2004 00:29:28 GMT

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This is getting off topic, as I stated above. Gosh you people post too fast.
