
Subject: "Stealth is key"

Posted by [Renardin6](#) on Wed, 01 Dec 2004 16:00:40 GMT

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

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Wed, 01 Dec 2004 16:02:50 GMT

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

Great model, but the texture needs to be worked on. There isn't enough detail on it. Looks too simple of a texture.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Wed, 01 Dec 2004 16:15:48 GMT

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

I can't add the snow like on the render, we don't have only snowy maps...

And details that I could add wouldn't be seen because of the cloaking effect (even when not cloacked)

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Wed, 01 Dec 2004 16:19:26 GMT

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

I think the problem lies within the picture. Your texture does look a little plastic-ish, but so does the picture. The picture makes the tank look like kid's toy.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Wed, 01 Dec 2004 16:43:24 GMT

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

maybe that yeah... bah

Subject: "Stealth is key"

Posted by [Hav0c](#) on Wed, 01 Dec 2004 17:06:26 GMT

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

I would expect that for a stealth tank anyway, the surface would have to be smooth and likely that it is shiny which would resemble plastic alot. The armour is meant to be "paper thin."

Subject: "Stealth is key"

Posted by [Jecht](#) on Wed, 01 Dec 2004 18:32:53 GMT

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

perhaps if you added dirt smears or a wearing look then it would improve upon the texture. Other than that the model looks fairly similar to that of the picture. Also maybe a darker blue for the cockpit. a better model might take some artist unique qualities not found in the picture like i said.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 19:28:39 GMT

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

cockpit should be the color in the picture, grey.

Subject: "Stealth is key"

Posted by [Spice](#) on Wed, 01 Dec 2004 19:39:23 GMT

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

<http://mods.moddb.com/gallery/image/12157/>

I like this one much more.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 20:08:56 GMT

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

I like the model, but in real life it would be a worthless vehicle.

Subject: "Stealth is key"

Posted by [Spice](#) on Wed, 01 Dec 2004 20:11:53 GMT

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

oblivion165 I like the model, but in real life it would be a worthless vehicle.

The feet can fold up and down.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 20:14:07 GMT

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

isnt going to help it in a muddy ditch.

Subject: "Stealth is key"

Posted by [Spice](#) on Wed, 01 Dec 2004 20:16:39 GMT

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

oblivion165isnt going to help it in a muddy ditch.

So? They function like shocks. It won't help a Jeep much either if it's in a muddy ditch. That is why you avoid them.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 20:18:49 GMT

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

i didnt say a jeep could handle it, but its more equiped and designed to. that thing would get stuck in a pot hole.

Subject: "Stealth is key"

Posted by [Spice](#) on Wed, 01 Dec 2004 20:24:44 GMT

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

oblivion165i didnt say a jeep could handle it, but its more equiped and designed to. that thing would get stuck in a pot hole.

No It wouldn't. If it ran over a pot hole it wouldn't even really effect the vehicle.

If a Jeep fell in a muddy ditch , it's not getting out. It's the same with this Steath Tank. You said if the vehicle fell in a ditch it would be pointless as if you were saying it was an illogical design compared to other vehicles.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 20:31:43 GMT

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

Learn to take a joke. The pot-hole was an extreme eggageration, they dont make vehicle like that for a reason.

Subject: "Stealth is key"

Posted by [Spice](#) on Wed, 01 Dec 2004 20:44:38 GMT

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

oblivion165 Learn to take a joke. The pot-hole was an extreme eggageration, they dont make vehicle like that for a reason.

The fact is this vehicle would not get stuck in a ditch much differently than any other vehicle.

Of course vehicles like this aren't manufactured. Do you know why? It's because of the ludacris looking design. It's too thin for much armor , The rockets would cause extreame heat in the cockpit and we don't have anything in this world that can make it turn completely invisible.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Wed, 01 Dec 2004 20:48:53 GMT

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

Not to mention the tires. There'd be spike strips all over the place, and a nicely placed shot would put a tank out of comission by hitting a tire and popping it.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 20:58:22 GMT

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

im not talking about the fictional or military aspects. Im talking about the wheels being completely seperate. with no axel the wheels will have very little horse power.

also for the rockets, NASA has that ceramic tile. 1/2 inch thick and when you apply heat to one side, the other stays cool enough to put your hand on. But again i wasnt talking about that.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Wed, 01 Dec 2004 21:01:01 GMT

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

If invisibility was possible, the tank wouldn't need too much horsepower and its turn radius wouldn't be a disadvantage.

Subject: "Stealth is key"

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 21:03:54 GMT

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

thats true

Subject: "Stealth is key"

Posted by [glyde51](#) on Wed, 01 Dec 2004 22:35:01 GMT

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

Sorry RenArdin, the texture looks like it needs a little more work.

Subject: "Stealth is key"

Posted by [Stryder](#) on Wed, 01 Dec 2004 23:24:13 GMT

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

Some of their textures are pretty good, Reborn isn't completely horrible, but it... has some quirks.

Subject: "Stealth is key"

Posted by [Jaspah](#) on Thu, 02 Dec 2004 00:15:13 GMT

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

Good model; texture sucks balls.

Subject: "Stealth is key"

Posted by [YSLMuffins](#) on Thu, 02 Dec 2004 00:16:19 GMT

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

The only thing that really stands out to me is the black-white dotted texture that reminds me of a marble floor, and the wheels do not match the render.

But other than that, it looks cool to me.

Subject: "Stealth is key"

Posted by [Titan1x77](#) on Thu, 02 Dec 2004 05:25:14 GMT

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

Why not make 3 skins?

One with snow, another with mud, and leave that 3rd one....just export all 3 models with it's respective skin.

Subject: "Stealth is key"

Posted by [bigejoe14](#) on Thu, 02 Dec 2004 05:32:10 GMT

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

Why not make a texture that dosen't suck?

Subject: "Stealth is key"

Posted by [Titan1x77](#) on Thu, 02 Dec 2004 05:35:05 GMT

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

bigejoe14Why not make a skin that dosen't suck?

I think that's what he's trying to do...

Why do you guys care so much anyways,youve all stated your not going to play it, oh wait ...I get it, you need a to come in here and post some babble about it sucks...with no real good help to him.

Wheres Sir Phoenix we you need him?

Subject: "Stealth is key"

Posted by [TeMpLaR](#) on Thu, 02 Dec 2004 11:11:01 GMT

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

j_ball430I think the problem lies within the picture. Your texture does look a little plastic-ish, but so does the picture. The picture makes the tank look like kid's toy.

There has to be some kind of metal skin on the model to fix this problem. The model though is grwat work the only thing I can say about it, is that the model is a little bit flat. who care's.

Subject: "Stealth is key"

Posted by [Madtone](#) on Thu, 02 Dec 2004 12:47:39 GMT

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

Hmmm... Maybe i should have a shot at improving this skin.

Subject: "Stealth is key"

Posted by [Beanyhead](#) on Thu, 02 Dec 2004 20:10:40 GMT

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

EXdeath7<http://mods.moddb.com/gallery/image/12157/>

I like this one much more.

Subject: "Stealth is key"

Posted by [YSLMuffins](#) on Thu, 02 Dec 2004 22:25:18 GMT

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

PURGED :-\

Subject: "Stealth is key"

Posted by [Spice](#) on Fri, 03 Dec 2004 00:38:34 GMT

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

YSLMuffinsPURGED :-\

Thanks Let's try and keep this clean , Suggestions are good. Let's not get out of hand again.

For anyone who liked the older vehicles that were retexured I happen to have them on my computer and I'm going to bone them all before the next release. Though this version looks excellent in-game since the stealth effect converts it.

Subject: "Stealth is key"

Posted by [SuperFlyingEngi](#) on Fri, 03 Dec 2004 01:55:01 GMT

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

Hm...the 2 bars that go down the front of the windshield in the WW render seem to add a lot of definition to the screen of the tank, and I personally think it looks a lot better with a rectangular windshield rather than the modified curved one you have there.

The texture does look a bit off, but not by much.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Fri, 03 Dec 2004 02:48:41 GMT

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

Hey guys, I don't pretend to be a professional. I do what I can, anyway madtone, just try to improve it if you think you can, files are on the internal forum.

Subject: "Stealth is key"

Posted by [Jecht](#) on Fri, 03 Dec 2004 08:13:50 GMT

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

Renardin6Hey guys, I don't pretend to be a professional. I do what I can, anyway madtone, just try to improve it if you think you can, files are on the internal forum.

And there you have it, hes just doing what he can, stop giving him a hard time when hes obviously not posing as a professional, its just what he likes to do for fun. Constructive criticism will make him better, but you dont have to flat out bitch at him because it doesnt meet your specifications. I for one, cant do that good, so why would i bash him? in fact, I think about half the people that are bashing him all the time couldn't do better. think you can? then put up or shut up u whining babies.

This shit:

j4S[p]texture sucks balls.

bigejoe14Why not make a texture that dosen't suck?

wont help him.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Fri, 03 Dec 2004 13:48:27 GMT

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

Renardin6Hey guys, I don't pretend to be a professional. I do what I can...

Then why do you shrug off most of everybody's ideas? You say you're not a professional, and that's an obvious statement, but you don't even try to improve it. It's just an excuse for you to not have to even try, and which is a main reason as to why Reborn sucks.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Fri, 03 Dec 2004 15:56:33 GMT

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

Nope, I improve it as much as I can. Madtone asked to edit it, I said just above : let's see that. (And we wouldn't have that stank if we weren't improving our stuff)

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Fri, 03 Dec 2004 16:19:07 GMT

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

I know, but it seems the only way that you're willing to improve your textures is by having someone else do it, and when nobody offers, you just go with your half-assed work, and you use the excuse "I'm not a professional" as an excuse without even trying to improve.

Subject: "Stealth is key"

Posted by [m1a1_abrams](#) on Fri, 03 Dec 2004 17:15:18 GMT

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

I think this is the second or third version of the Stealth Tank that Renardin has skinned? He's also made more than one version of most of the vehicles, starting pretty much from scratch each time from what I can tell.

Not everyone is going to like his stuff, but I think it's really unfair to suggest that he isn't trying to improve. I think what he is trying to say (please correct me Renardin if I'm wrong), is that he isn't capable of producing professional-quality work at this point in time, so there's no point in expecting that level of work from him. That's not to say that you shouldn't offer ideas on how he could improve things, but rather to be realistic about how much he can achieve right now.

From my point of view this community has really high standards with regards to what "good" work is. That could be either a good or a bad thing depending on how you look at it, but since most of the fans are incapable of producing work to the same standard as the latest professional games, it's just silly to critique their work from that perspective. Renardin in particular isn't trying to sell his work to a professional games company... he's just trying to finish a project for himself and the other people working on it. Sure, if you want to look at his stuff from the perspective of a professional company, it's not going to be good enough. However, although it may seem like finding fault in something would always help somebody to improve, it doesn't if your standards are so high as to be unattainable. You may as well just say "it's not realistic enough, it doesn't look enough like something from Doom 3, just scrap the whole thing and start again"... Reborn would never get finished if the standards were that high. You need a foundation to build on before you move onto something better. Saying that something sucks because it doesn't meet some really high standards (that simply aren't attainable at this point in time), doesn't help anything to improve.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Fri, 03 Dec 2004 17:36:08 GMT

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

We understand that he's not a professional, but neither are most of the RenAlert team, but yet RenAlert's quality is way beyond that of Reborn's. Whether or not he's not a professional doesn't excuse the fact that he can use it as an excuse, as he has in the past. I remember once that I gave him some constructive criticism and called me an "ACK ass-licker". Yeah, he really wants to improve his work. :rolleyes:

This may be the third model of the Stealth tank that he's texture mapped, but that doesn't mean that he's trying to improve on what he did wrong the last time. It just means that here's another model he had to texture map, and did the same half-assed job. Now, I know that I couldn't texture anything, but then again, you don't see me making anything and then saying it's the way it is because I'm not a "professional".

While this community does hold mods to a high standard, Reborn isn't up to the standard of any other game community either. Reborn does have talent, but the rest of the team doesn't give a fuck, and that hurts their mod.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Fri, 03 Dec 2004 17:52:25 GMT

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

I don't know why I would lose some more time to explain you what you obviously can't figure or understand. Sorry, live with it.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Fri, 03 Dec 2004 17:59:49 GMT

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

I'm sorry, but I can't understand retarded logic.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Sat, 04 Dec 2004 14:35:15 GMT

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

Normal for a such idiot... Don't worry.

Subject: "Stealth is key"

Posted by [Sir Phoenixx](#) on Sat, 04 Dec 2004 15:58:17 GMT

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

If you look at the referrence, it looks like they're either very small sets of tank tracks wrapped around a single gear/wheel, or they wrapped snow chains around a tire. And since there's no axels, and the thing is a "stealth tank", they should be tank treads wrapped around a single gear/wheel. (think mammoth tank, but with only a single gear per set of tank treads)

Also, the bottom of the front of the cockpit needs to be higher. The rear two wheels need to be moved foward, the front side of the covering over the wheel should be right up against that gray circle/hole (maybe just a little bit behind it) in the leg. Those light blue things on the rear legs need to be toward the back of the sides (instead of toward the front) like in the referrence. And, since they're rocket launchers, there needs to be holes on the back side of the rocket tubes like the front (Looks like they're not there, the screenshot is quite dark.).

Subject: "Stealth is key"

Posted by [glyde51](#) on Sat, 04 Dec 2004 16:04:20 GMT

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

The Reborn team has suffered much ridicule and such and are constantly made fun of. They have kept on going when many mods have given up and left work unfinished. They are trying their best, though you are all to big of jackasses to see it. They do what they can, and they do it not to be

made fun of, but for their fans and themselves to play. They still keep on pushing to finish a mod for a engine people have given up on. They are the ultimate gamers; motivated, trying, and doing.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Sat, 04 Dec 2004 16:12:51 GMT

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

glyde51The Reborn team has suffered much ridicule and such and are constantly made fun of. They have kept on going when many mods have given up and left work unfinished. They are trying their best, though you are all to big of jackasses to see it. They do what they can, and they do it not to be made fun of, but for their fans and themselves to play. They still keep on pushing to finish a mod for a engine people have given up on. They are the ultimate gamers; motivated, trying, and doing.

Yes, they are made fun of, but you weren't here for most of the reasons. You need to a lot of digging around to find it all. Trust me, most of the comments that they receive(d) are for a good and founded reason.

I commend them for keeping on going, but that's all I can give them credit for.

Some of them are trying their best, but Renardin seems to like to do a half-assed job and ignore all criticism (good and bad) and disregard it as "Ack ass-licking". That's not trying to improve. That's not wanting to improve where they could and make their mod many times better.

They're a mod team, they're expected to make a mod for fans and themselves. They've done nothing to not be made fun of. Some actual quality work that would be somewhat impressive would help, but yet there is none.

Renegade is drying, and the Source engine is much better than the W3D engine. There's no comparison.

They are the ultimate slackers; deflated, half-assing it, and doing nothing to improve their mod.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Sat, 04 Dec 2004 17:33:43 GMT

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

Jballthing is wrong.

Example :

New tick tank :

the fans didn't like it all, so after following the comments, we decided to do the whole work again. (

Here is the proof of what I say, Jball doesn't know about what he is talking... He is just a moron)

After looking at the render :

We made a new model. Texture is under work.

Thank Jballthing, you just offered a great opportunity to show that you are only a 'shit talker'.

Owned.

Subject: "Stealth is key"

Posted by [glyde51](#) on Sat, 04 Dec 2004 17:42:45 GMT

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

Don't be an ass, or you'll lose your fan base.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Sat, 04 Dec 2004 17:47:26 GMT

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

Just defending our mod. 'Shit talkers' can die !

Subject: "Stealth is key"

Posted by [glyde51](#) on Sat, 04 Dec 2004 17:50:53 GMT

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

Sorry Renardin, please, just end this fight. Don't mudsling back at them for being jackasses, just continue on, and don't worry about those who know nothing.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Sat, 04 Dec 2004 17:55:33 GMT

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

okay.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Sat, 04 Dec 2004 17:55:54 GMT

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

Renardin6the fans didn't like it all, so after following the comments, we decided to do the whole work again. (Here is the proof of what I say, Jball doesn't know about what he is talking... He is just a moron)

Wow, you reworked a tank texture. That's one of how many models of tanks/buildings/characters? Plus, that job was probably so shitty that even you thought it looked bad.

RetardinOwned.

You can only dream of that ever happening.

Subject: "Stealth is key"

Posted by [glyde51](#) on Sat, 04 Dec 2004 18:01:43 GMT

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

Renardin6okay.

Excellent

Subject: "Stealth is key"

Posted by [Slash0x](#) on Sat, 04 Dec 2004 19:26:59 GMT

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

Instead of starting a new topic, here's something I've been working on for reborn.

Plus, here is a moveable object that you can move to your advantages.

I'm hoping to work on more soon, just finding time to get to it.

Subject: "Stealth is key"

Posted by [Pendulum](#) on Sat, 04 Dec 2004 22:26:32 GMT

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

looks nice

Subject: "Stealth is key"

Posted by [Naamloos](#) on Sat, 04 Dec 2004 22:29:56 GMT

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

Wow, looks nice. (the map)

Subject: "Stealth is key"

Posted by [Aircraftkiller](#) on Sat, 04 Dec 2004 22:47:17 GMT

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

Judging from the areas I can see, it's got a lot of blurry textures that are mapped too large. It also doesn't look like Tiberian Sun, but I guess that doesn't matter because nothing in Reborn does to begin with...

I suggest you increase the lighting to show the rest of it. Right now it's pretty bland and adding a single "movable object" doesn't really add anything to gameplay.

Subject: "Stealth is key"

Posted by [Spice](#) on Sun, 05 Dec 2004 01:00:31 GMT

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

Not everyone likes textured mapped small and repetitive. I think it looks great.

Subject: "Stealth is key"

Posted by [icedog90](#) on Sun, 05 Dec 2004 01:02:35 GMT

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

I think it's too dark. Some of the textures are too big, too.

Subject: "Stealth is key"

Posted by [glyde51](#) on Sun, 05 Dec 2004 01:06:27 GMT

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

never understood why big textures weren't done...

looks better than like little cloned squares.

Subject: "Stealth is key"

Posted by [Slash0x](#) on Sun, 05 Dec 2004 01:21:46 GMT

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

glyde51 never understood why big textures weren't done...

looks better than like little cloned squares.

Exactly...

EDIT:

icedog90I think it's too dark. Some of the textures are too big, too.

I have had many good things and bad things about this. It does provide hiding places for both teams, but yes, it is hard to see. I'm pushing for a "realistic" look as much as possible. We'll just have to see when it gets closer to the end of the map...

AircraftkillerJudging from the areas I can see, it's got a lot of blurry textures that are mapped too large. It also doesn't look like Tiberian Sun, but I guess that doesn't matter because nothing in Reborn does to begin with...

I suggest you increase the lighting to show the rest of it. Right now it's pretty bland and adding a single "movable object" doesn't really add anything to gameplay.

For what does it matter what you say? You aren't any part of the Renegade community anymore. :rolleyes: I know you love seeing your name everywhere, but com'on...stop being a "homosexual"...

Subject: "Stealth is key"

Posted by [icedog90](#) on Sun, 05 Dec 2004 01:26:41 GMT

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

And there is a way around repeating textures. Think of how newer games got around it without making huge ass textures.

Subject: "Stealth is key"

Posted by [cowmisfit](#) on Sun, 05 Dec 2004 01:26:56 GMT

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

ph34r paint

YOu know that thing retard here uses to make his textures.

Subject: "Stealth is key"

Posted by [Slash0x](#) on Sun, 05 Dec 2004 01:28:46 GMT

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

icedog90And there is a way around repeating textures. Think of how newer games got around it without making huge ass textures.
Well, how about some more info on "how to fix the problem" rather than rant about textures...

Subject: "Stealth is key"
Posted by [glyde51](#) on Sun, 05 Dec 2004 01:30:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90And there is a way around repeating textures. Think of how newer games got around it without making huge ass textures.

Yeah, they use medium ass textures.

NEWER. Oh, and Renegade 2, in all it's good lookingness and coolness, was made ON THE W3D engine, and INTENDED to be made on it. Just so you know.

Subject: "Stealth is key"
Posted by [icedog90](#) on Sun, 05 Dec 2004 01:53:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not dumb, Glyde.

And Slash0x, alpha blending helps reduce that repeating look A LOT. Also, if you try using Stage 1 mapping too, it can do many wonders.

Subject: "Stealth is key"
Posted by [Slash0x](#) on Sun, 05 Dec 2004 02:09:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90And Slash0x, alpha blending helps reduce that repeating look A LOT. Also, if you try using Stage 1 mapping too, it can do many wonders.

Thanks, I'll look into that. Just really hard to do it with brick textures, but I'll see what I can do with that information.

Subject: "Stealth is key"
Posted by [glyde51](#) on Sun, 05 Dec 2004 02:11:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90I'm not dumb, Glyde.

And Slash0x, alpha blending helps reduce that repeating look A LOT. Also, if you try using Stage

1 mapping too, it can do many wonders.

I'd never call you dumb, too busy sucking up to you to do that

Subject: "Stealth is key"

Posted by [SuperFlyingEngi](#) on Sun, 05 Dec 2004 03:57:11 GMT

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

SlashOx, that is an AWESOME map. Best one I've ever seen made for Renegade.

The atmosphere is incredible, and contrary to what the Mr. Cynical Dumbass says, the textures are quite well applied.

Also, cowmisfit, your entire critique of the Stealth Tank amount to 4 things, none of which have a major impact of the model, and you declare Renardin to be an idiot. WTF is that?

Oh, wait. I almost forgot. You're a Bush supporter.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Sun, 05 Dec 2004 04:00:32 GMT

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

SuperFlyingEngiOh, wait. I almost forgot. You're a Bush supporter.

Don't start that shit here, dumbass. I'm sure you haven't forgotten which side won last month.

Subject: "Stealth is key"

Posted by [Aircraftkiller](#) on Sun, 05 Dec 2004 04:00:53 GMT

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

Of course, I've only been designing game levels since 1995, I obviously don't know what I'm talking about.

So much for helping this guy... But I'll give it a shot anyway.

What icedog was trying to say is a technique I use for RA levels. Basically Stage 1 mapping is an additional detail map overlaid on the first texture. You can do a lot of things with this that can look nearly Source quality if you understand how the detail shaders work.

For example I've created shifting portals that appear to phase in and out of reality with the SubR shader coupled with specially designed textures to compliment that shader. The pulsing light effect, impossible in Renegade without shaders, is done with SubR. SubR can make a light that looks like a radio tower light that slowly turns on and off, warning approaching aircraft of its presence.

Scale acts like multiply except it's more intensive in the way it darkens areas. Scale is what I use to break up the terrain in RA with light and dark areas. A simple Photoshop cloud filter adjusted and modified can make terrain look very real with little video card expense.

The add shader is not recommended for anything you could do with the add shader in a second pass. It will make the shader's texture emissive in terms of texture color and will stand out bright. I've used it on parking lots only to find they glow in the dark, which ruins any atmosphere I was trying to go for.

The other shaders are exceptionally useful and it's unfortunate that people refuse to spend a few hours to learn about their functions and how they can improve the graphics in a game that has mediocre graphics because of under-utilization of its rendering abilities.

Subject: "Stealth is key"

Posted by [Renardin6](#) on Sun, 05 Dec 2004 14:50:46 GMT

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

Slash, forget those morons. They can't give any constructive criticism. For them, sewers must be sunny... lol... Don't even reply to them, just talk with the 'good people'.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Sun, 05 Dec 2004 16:33:11 GMT

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

Renardin6Slash, forget those morons. They can't give any constructive criticism. For them, sewers must be sunny... lol... Don't even reply to them, just talk with the 'good people'. I actually somewhat sort of agree with you here, Retardin, but that also means that he shouldn't talk to you.

Subject: "Stealth is key"

Posted by [Jecht](#) on Sun, 05 Dec 2004 17:27:01 GMT

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

Subject: "Stealth is key"

Posted by [Naamloos](#) on Sun, 05 Dec 2004 18:35:02 GMT

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

Now that i look at it a little more, where does the light come from anyway?

Subject: "Stealth is key"

Posted by [Slash0x](#) on Sun, 05 Dec 2004 18:57:44 GMT

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

Well, in most of the level, there will be lamps and crap in there, but haven't got around to modelling those yet... Hopefully by tomorrow, I can continue on that mod...my work has me going in at 4PM today. Those homosexuals! :twisted:

Subject: "Stealth is key"

Posted by [Renardin6](#) on Sun, 05 Dec 2004 20:16:36 GMT

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

Keep up the good work dude

Subject: "Stealth is key"

Posted by [glyde51](#) on Sun, 05 Dec 2004 20:18:06 GMT

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

maybe having like twenty of those barrels in the picture is more of a advantage, I can't see one doing much

Subject: "Stealth is key"

Posted by [TankClash](#) on Sun, 05 Dec 2004 21:05:10 GMT

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

=[DT=gbull=[L]=]

Ooo, magical light sources emanating from nowhere

Subject: "Stealth is key"

Posted by [icedog90](#) on Sun, 05 Dec 2004 22:01:13 GMT

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

Compute Vertex Solve is what creates those "OMG AWESOME" shadows.

Slash0x, take Aircraftkiller's advice, he just gave you a ton of very useful information.

Renardin, why are you saying we're not giving constructive criticism? Aircraftkiller just gave a load of useful information and you consider it flaming. Oh, wait, you consider all helpful tips flaming.

Subject: "Stealth is key"

Posted by [Spice](#) on Sun, 05 Dec 2004 22:41:19 GMT

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

See Gbull knows , I think it looks excellent and just like a sewer. It doesn't really fit in tiberian sun , That is true. It looks excellent though and he is going to add a top area.

Slash0x is know for great lighting. He did Night0x too.

Subject: "Stealth is key"

Posted by [cowmisfit](#) on Mon, 06 Dec 2004 01:35:15 GMT

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

TankClash=[DT=gbull=[L]=]http://img130.exs.cx/img130/1937/p6tubernicemap.jpg

Ooo, magical light sources emanating from nowhere

Laugh my fucking ass off

OMG LIK I HAVE SPECIAL VISION I R SEE IN DARK LIK IN THE PARIS HILTION VIDEO>

Subject: "Stealth is key"

Posted by [Jecht](#) on Mon, 06 Dec 2004 03:11:35 GMT

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

he said he's adding them, and who the fuck cares? it looks great, so why do you bash it?

Subject: "Stealth is key"

Posted by [icedog90](#) on Mon, 06 Dec 2004 03:53:51 GMT

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

You don't get it.

Subject: "Stealth is key"

Posted by [Jecht](#) on Mon, 06 Dec 2004 04:47:47 GMT

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

no, i dont think you do, im well aware that there is no place from which the light is being dispersed, wut im trying to say is dont notice stupid little details like that because if you do that, you are impossible to please. How about praising people for trying to make the renegade community better, rather than bashing them over and over just because you have nothing better to do with your time. I realise that yes, it could get better, but be thankful for what he is willing to

do.

Subject: "Stealth is key"

Posted by [icedog90](#) on Mon, 06 Dec 2004 04:52:21 GMT

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

I would definitely notice a random light source coming from absolutely nowhere. Graphics do indeed improve the fun level of gameplay, it's the total truth.

Also, saying "who the fuck cares" is total nonsense. Almost everyone here noticed that the light source comes from nothing.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 04:53:49 GMT

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

Wow, you completely miss the point, don't you? Aircraftkiller and icedog are trying to HELP Slash with his map, not tear it apart. Others are being a little less helpful, but they do bring up a good point. The map has to make some sense, and having lighting come from nowhere is a little far fetched. That's the only concern, so I don't call it flaming, if multiple people see the same thing that could be changed. Retardin and other morons see it automatically as flaming because they're not praising it. Since when is praising something you don't like constructive? Oh, that's right, it isn't.

Subject: "Stealth is key"

Posted by [Jecht](#) on Mon, 06 Dec 2004 04:54:22 GMT

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

hey Slash0X are you going to have some1 host it when its done, or would i have to get it emailed to me in order to get it?

also keep in mind that i am not a mapper, so maybe thats y it doesnt matter to me as much, but i dont care as long as i get to pwn n00bswhile hiding in the shadows.

Subject: "Stealth is key"

Posted by [icedog90](#) on Mon, 06 Dec 2004 05:10:38 GMT

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

Being someone who doesn't make levels doesn't have anything to do with thinking I'm bashing his level.

Subject: "Stealth is key"

Posted by [Jecht](#) on Mon, 06 Dec 2004 05:20:14 GMT

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

maybe i just read ur posts wrong then, sry icedog

Subject: "Stealth is key"

Posted by [Slash0x](#) on Mon, 06 Dec 2004 07:35:37 GMT

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

What makes it "not" a Reborn map? It's the sewers...it's not like it's done. I still have to add the above portion...

EDIT:

glyde51 maybe having like twenty of those barrels in the picture is more of a advantage, I can't see one doing much

I'm going to try to put these things kind of random...you can move them, so you decide...if I don't want someone to get to a ledge, but using these barrels that person finds a way, that person would disserve it. (just gave me an idea, lol)

Subject: "Stealth is key"

Posted by [Slash0x](#) on Mon, 06 Dec 2004 07:44:38 GMT

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

icedog90I would definitely notice a random light source coming from absolutely nowhere.

Graphics do indeed improve the fun level of gameplay, it's the total truth.

Well, lights are put coming from nowhere in many spots in the official Renegade levels, but I don't see you bashing them. Overall, it's a game. I could of made no lights and had pitch black, but what fun would that be? Games aren't suppost to be real, how boring would it be if every gun you picked up and used jammed and you die once and you cannot play again because you are considered "dead".

"Well...that was fun, back to Renegade!"

Subject: "Stealth is key"

Posted by [icedog90](#) on Mon, 06 Dec 2004 07:58:32 GMT

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

This level is much darker, and the light-coming-from-nowhere stands out a lot more.

I might ask, why does everyone keep automatically thinking I'm bashing? Revive the part where I bashed your level.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 14:02:22 GMT

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

It's the whole Reborn mindset. If you don't like it and you voice your opinion, you're automatically against it.

Subject: "Stealth is key"

Posted by [Jecht](#) on Mon, 06 Dec 2004 15:30:11 GMT

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

ya, thats proolly it j_ball, btw nice digital depiction site, tell cowmisfit to keep the Photoshop tutorials comin, i liked wut he did with that car.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 15:34:21 GMT

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

Thanks. Zach is a maniac with those tutorials. Once he has time, he spits them out at great speeds, and they're all of high quality work. Also, don't be afraid to sign up and join in on our conversations. The more the merrier.

Subject: "Stealth is key"

Posted by [Naamloos](#) on Mon, 06 Dec 2004 15:43:01 GMT

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

How big are the sewers? I hope it's big and maze-like

Subject: "Stealth is key"

Posted by [Jecht](#) on Mon, 06 Dec 2004 17:57:36 GMT

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

kewl, thanks j_ball, im not that 1337 at makin images, but i try, i did my own siggy.

Subject: "Stealth is key"

Posted by [Slash0x](#) on Mon, 06 Dec 2004 19:21:49 GMT

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

j_ball430It's the whole Reborn mindset. If you don't like it and you voice your opinion, you're automatically against it.

...

icedog90l might ask, why does everyone keep automatically thinking I'm bashing? Revive the part where I bashed your level.

"Bashing" may not be the correct word, but it's just lighting on a level. If you don't like it, don't play it. That's the end of this pointless issue.

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 19:23:48 GMT

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

Slash, stop acting so fucking self-righteous. Reborn's done more harm to you than anything. I'm sorry, but it's true. Instead of saying "then don't play it" you could be spending the time trying to think of ways of taking their advice and working it into your map.

Subject: "Stealth is key"

Posted by [Slash0x](#) on Mon, 06 Dec 2004 19:41:00 GMT

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

j_ball430Slash, stop acting so fucking self-righteous. Reborn's done more harm to you than anything. I'm sorry, but it's true. Instead of saying "then don't play it" you could be spending the time trying to think of ways of taking their advice and working it into your map.

Issue #1:

Quote:Now that i look at it a little more, where does the light come from anyway?

My simple answer:

"Well, in most of the level, there will be lamps and crap in there, but haven't got around to modelling those yet... "

Issue #2:

Quote:I would definitely notice a random light source coming from absolutely nowhere.

My answer (yes, was sarcastic, but it's to the point):

"Well, lights are put coming from nowhere in many spots in the official Renegade levels, but I don't see you bashing them. Overall, it's a game. I could of made no lights and had pitch black, but what fun would that be? Games aren't suppost to be real, how boring would it be if every gun you picked up and used jammed and you die once and you cannot play again because you are considered "dead".

"Well...that was fun, back to Renegade!" "

I said bashing wasn't the correct word and admitted it. Seems like if the word "bash/bashing" comes up, everyone has an orgasm and thinks it has to do with Reborn...

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 19:51:05 GMT

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

Still, when people kept saying "random lighting" then you should just have kept saying, "yes, I know, I said I haven't gotten around to adding lamps and such yet." Instead, you make it out to seem like they're attacking you, which is CHARACTERISTIC of Reborn, and since you now work for Reborn, it's logical to think that Reborn is the cause.

Subject: "Stealth is key"

Posted by [Pendullum](#) on Mon, 06 Dec 2004 20:22:19 GMT

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

How has reborn done harm to him? or anyone else for that matter?

Subject: "Stealth is key"

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 20:23:17 GMT

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

Don't you pay any attention? I'm not going to explain it again. You can go back and read through the thread. I've said it at least twice already.

Subject: "Stealth is key"

Posted by [Spice](#) on Mon, 06 Dec 2004 20:26:36 GMT

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

I'm getting tired of this , I hope Yslmuffins locks this soon. You people are sad.

Subject: "Stealth is key"

Posted by [Slash0x](#) on Mon, 06 Dec 2004 20:30:21 GMT

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

j_ball430Still, when people kept saying "random lighting" then you should just have kept saying, "yes, I know, I said I haven't gotten around to adding lamps and such yet." Instead, you make it out to seem like they're attacking you, which is CHARACTERISTIC of Reborn, and since you now work for Reborn, it's logical to think that Reborn is the cause.

Yes, people kept saying "random lighting" and kept on poking at it even after I posted my answer.

People can read.

Let me get one thing straight...I am not "Renardin6", if you have something against him, don't take it out on me and just because my name is on a list that says "Reborn" at the top of the list.

Subject: "Stealth is key"
Posted by [cheesesoda](#) on Mon, 06 Dec 2004 20:33:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not attacking anybody. There you go again. I'm just proving my point.

Subject: "Stealth is key"
Posted by [Slash0x](#) on Mon, 06 Dec 2004 21:49:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Point taken, now can we please end this.

Subject: "Stealth is key"
Posted by [flyingfox](#) on Mon, 06 Dec 2004 21:51:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

j_ball430I'm not attacking anybody.

Quote:Slash, stop acting so fucking self-righteous.

OUCH MY LEG IT HURTS IT HURTS....

Subject: "Stealth is key"
Posted by [cheesesoda](#) on Mon, 06 Dec 2004 21:52:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd like to see how you think that I'm being hypocritical.

Subject: "Stealth is key"
Posted by [WNxCABAL](#) on Mon, 06 Dec 2004 22:24:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ladies Ladies Ladies, put your handbags away!

Subject: "Stealth is key"
Posted by [Aircraftkiller](#) on Mon, 06 Dec 2004 22:34:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I hope you aren't equating women to weakness shown in attacking others for Internet arguments... I know many women who can beat up a lot of men. Strength is not limited to the male sex of our species.

Subject: "Stealth is key"

Posted by [Lance3066](#) on Mon, 06 Dec 2004 22:47:14 GMT

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

He does have a point ^ (Can't belive I'm agreeing with him...)

But then again, part of today's society is sexist.

Subject: "Stealth is key"

Posted by [WNxCABAL](#) on Mon, 06 Dec 2004 23:36:02 GMT

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

no, i'm equating to all this bitch fighting

Subject: "Stealth is key"

Posted by [icedog90](#) on Mon, 06 Dec 2004 23:46:50 GMT

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

YSL has been absent. She needs to wake up and smell the ashes.

Subject: "Stealth is key"

Posted by [Stryder](#) on Mon, 06 Dec 2004 23:49:12 GMT

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

OMG LIEK ICEDOG IS GMAN!!!!11

Subject: "Stealth is key"

Posted by [icedog90](#) on Mon, 06 Dec 2004 23:56:41 GMT

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

The right man in the wrong place, can make ALL the diff-er-ence - in the world...

I WILL see you up ahead...
