
Subject: C&C Reborn: Mutant soldier

Posted by [Axel](#) on Thu, 17 Feb 2005 10:11:49 GMT

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

I joined Reborn as a Recruiter, and PR Man, temporarily to help them out with the creation of the three mutant characters required for the upcoming beta, that is, Umagon, Ghostalker and a normal mutant soldier.

I wanted something unique and original coming out of Reborn, so I went out and recruited new people, for the job. These people, are in fact professionals who have had experience in the gaming industry before, who were happy to help us out over an arranged, non-commercial (no money) proposal I presented to them.

First of all, is the Mutant Soldier.

Model: Sean McBride and SpartnII

Unwrap and texture: Miguel Diaz

Resources, organizing and coordination: Myself

Colour revision: Renardin

Umagon is nearing completion, and Ghostalker will be started soon. For now, here are some renders. Take your time, and enjoy!

Subject: C&C Reborn: Mutant soldier

Posted by [Renardin6](#) on Thu, 17 Feb 2005 10:54:24 GMT

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

and umagon is far better...

Subject: C&C Reborn: Mutant soldier

Posted by [WNxCABAL](#) on Thu, 17 Feb 2005 18:10:16 GMT

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

fuckin nice!

Subject: C&C Reborn: Mutant soldier
Posted by [Jaspah](#) on Thu, 17 Feb 2005 20:29:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not bad.

Subject: C&C Reborn: Mutant soldier
Posted by [Spice](#) on Thu, 17 Feb 2005 20:39:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think he looks exceptional , I wish I could say the same about umagon.

I made the renders , The top two are using the 3ds Max rendering device and the thrid is the W3D engine.

Subject: C&C Reborn: Mutant soldier
Posted by [Oblivion165](#) on Thu, 17 Feb 2005 20:46:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like it but it almost doesnt look right for the mod. Seems like its for a D&D game or something.

Subject: C&C Reborn: Mutant soldier
Posted by [Hav0c](#) on Thu, 17 Feb 2005 20:54:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have to admit i have no idea why he's in Gold. Other than that everything is good

Subject: C&C Reborn: Mutant soldier
Posted by [rm5248](#) on Thu, 17 Feb 2005 22:31:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

The texture on his backpack straps looks a bit bland...

And the texture on his arms just looks.... odd...

But other than that, I think that it's pretty good!

Subject: C&C Reborn: Mutant soldier
Posted by [sterps](#) on Fri, 18 Feb 2005 00:17:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like them, well done

Subject: C&C Reborn: Mutant soldier
Posted by [icedog90](#) on Fri, 18 Feb 2005 04:07:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think he looks too blurry, and the tiberium on the face looks like they were rushed.

Subject: C&C Reborn: Mutant soldier
Posted by [SuperFlyingEngi](#) on Fri, 18 Feb 2005 21:24:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reminds me of most, if not all, characters from Timesplitters 2.

Looks nice, though. Always good to see someone pulling just a little bit more from the Renegade engine.

Subject: C&C Reborn: Mutant soldier
Posted by [PsycoArmy](#) on Sat, 19 Feb 2005 16:57:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are we aloud to see the texture map?

Subject: C&C Reborn: Mutant soldier
Posted by [Renardin6](#) on Sun, 20 Feb 2005 12:09:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

And it's still so much important for you that you keep arguing on every Reborn thread even if you are a not on the community. No comments. Duh... oh and yes, @ you honey.

Some retards hit stuff with their head, your problem is different. You go all over the internet using your fetisch words. ('reborn sucks duh') When something 'sux', u don't have to say it. It was like w3d renalert, gameplay was crap. The whole mod sucked, nobody told it to you, they simply stopped to play it. I checked the online servers many times and the best you reached was around 40 players twice a month.

What a pity. Enough for me on this thread, I will let you argue alone. (so you know I won't read your answers here. This time, don't lose time to answer and look like a fool again or simply do it and talk with the walls.)

Dune character, RIIIIIIIIIIIIIGHT... Again you show yourself as an idiot.

Inspired by those :

And they didn't get those green crystals by eating some 'spice'... Lmao.

Subject: C&C Reborn: Mutant soldier
Posted by [Madtone](#) on Sun, 20 Feb 2005 13:18:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Shutup and mod

Subject: C&C Reborn: Mutant soldier
Posted by [Naamloos](#) on Sun, 20 Feb 2005 21:10:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reborn is still being played by people in weekends...

Subject: C&C Reborn: Mutant soldier
Posted by [Spice](#) on Sun, 20 Feb 2005 21:51:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't see anyone else producing any better work than Spartnll around in this community. So ...

DanteShut up and mod!

Subject: C&C Reborn: Mutant soldier
Posted by [Aircraftkiller](#) on Mon, 21 Feb 2005 00:00:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I do. Sir Phoenixx is on the level of professional 3D game artwork and his attention to detail, polygon restriction, and ability to make near perfect UV maps for his models puts him up in the forefront of 3D design in this pitifully small community.

<http://sir-phoenixx.deviantart.com/gallery/>

Subject: C&C Reborn: Mutant soldier

Posted by [Slash0x](#) on Mon, 21 Feb 2005 00:19:00 GMT

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

DanteShut up and mod!
