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Subject: What was this in Tiberium Dawn?  
Posted by [WNxCABAL](#) on Sun, 03 Apr 2005 22:17:24 GMT  
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Any1 know what this is from C&C95?...

Something that has always bugged me thats all. Not knowing.

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Subject: What was this in Tiberium Dawn?  
Posted by [GoArmy44](#) on Sun, 03 Apr 2005 22:24:59 GMT  
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i always thought it was some sort of crashed aircraft like they had in red alert

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Subject: What was this in Tiberium Dawn?  
Posted by [IRON FART](#) on Sun, 03 Apr 2005 22:33:09 GMT  
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---

Me too. I just thought of it as something that crashed there.

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Subject: What was this in Tiberium Dawn?  
Posted by [Aircraftkiller](#) on Mon, 04 Apr 2005 00:22:21 GMT  
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It's the front section of an Orca, similar to the crashed Yak in RA.

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Subject: What was this in Tiberium Dawn?  
Posted by [Overpoweringllama](#) on Mon, 04 Apr 2005 01:03:45 GMT  
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i remeber that stupid thing, that was my favortie level to play

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Subject: What was this in Tiberium Dawn?  
Posted by [IRON FART](#) on Mon, 04 Apr 2005 01:47:23 GMT  
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Yeah, that was a great level.

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Subject: What was this in Tiberium Dawn?  
Posted by [m1a1\\_abrams](#) on Mon, 04 Apr 2005 03:06:51 GMT  
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I thought that was the original crashed UFO?

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Subject: What was this in Tiberium Dawn?  
Posted by [2000\\_years](#) on Mon, 04 Apr 2005 10:59:03 GMT  
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Yeah, I remember seeing that described as "UFO" too?

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Subject: What was this in Tiberium Dawn?  
Posted by [Naamloos](#) on Mon, 04 Apr 2005 12:27:06 GMT  
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It's an UFO that later in TS got the name "scrin".

---

Subject: What was this in Tiberium Dawn?  
Posted by [Aircraftkiller](#) on Mon, 04 Apr 2005 12:41:51 GMT  
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It's not a UFO. If it were a UFO, why would there be more than one of them? You only see that Orca hulk after you're able to build them, and you only find them near Nod bases with SAM Sites.

You can clearly see the front section of the Orca there, including the little stubble wings in front that hold the rocket pods. Unless the Scrin decided to hijack Orcas and fly them around for no apparent reason?

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Subject: What was this in Tiberium Dawn?  
Posted by [Spoony\\_old](#) on Mon, 04 Apr 2005 12:48:59 GMT  
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AircraftkillerUnless the Scrin decided to hijack Orcas and fly them around for no apparent reason? Why not? It's what I'd do.

---

Subject: What was this in Tiberium Dawn?  
Posted by [idebo](#) on Mon, 04 Apr 2005 14:31:25 GMT  
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Why would a crashed Orca be white? I think it's an UFO.

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Subject: What was this in Tiberium Dawn?  
Posted by [Spoony\\_old](#) on Mon, 04 Apr 2005 14:43:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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It technically is a UFO...

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Subject: What was this in Tiberium Dawn?  
Posted by [NHJ BV](#) on Mon, 04 Apr 2005 15:39:09 GMT  
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IF it is an Orca, then we've identified it, don't we? Ofcourse you could still call it an FO, but that's a bit useless.

I also think it's an UFO, though.

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Subject: What was this in Tiberium Dawn?  
Posted by [Spoony\\_old](#) on Mon, 04 Apr 2005 15:46:03 GMT  
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NHJ BVIF it is an Orca, then we've identified it, don't we?  
The fact you used the word "if" invalidates your argument.

---

Subject: What was this in Tiberium Dawn?  
Posted by [Weirdo](#) on Mon, 04 Apr 2005 16:30:04 GMT  
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Aircraftkiller!It's not a UFO. If it were a UFO, why would there be more than one of them? You only see that Orca hulk after you're able to build them, and you only find them near Nod bases with SAM Sites.

You can clearly see the front section of the Orca there, including the little stubble wings in front that hold the rocket pods. Unless the Scrin decided to hijack Orcas and fly them around for no apparent reason?

I'm pretty sure there is also one in mission 3 of GDI. In the left corner next to the GDI base. I remember the times when I couldn't read english I thought the engineers might be able to dig there way up the hill. Since they had somekind of thing that looked like a shuffle in there icon. It was the first mission where you could use airstrikes.

I've always thought later on that they were some kind, of strange alien things. They don't look very much like an orca to me.

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Subject: What was this in Tiberium Dawn?  
Posted by [Sir Phoenixx](#) on Mon, 04 Apr 2005 17:15:48 GMT  
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---

That IS definately a crashed Orca, and not a UFO. It matches the shape of the Orca almost perfectly...

The top portion of the above image shows how the distances between the edge of the protrution on the bottom of the supposed "UFO" and the rocket pod on Orca, the bottom of the cockpit windows, and the top of the cockpit windows match perfectly.

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Subject: What was this in Tiberium Dawn?  
Posted by [Nightma12](#) on Mon, 04 Apr 2005 17:18:29 GMT  
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so whys it white?

---

---

Subject: What was this in Tiberium Dawn?  
Posted by [Spoonny\\_old](#) on Mon, 04 Apr 2005 17:39:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Nightma12so whys it white?  
maybe it was white to begin with...

I seem to recall Nod orcas being white (if Nod captured a helipad, for example)... and I guess the guy wasn't used to the controls.

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Subject: What was this in Tiberium Dawn?  
Posted by [WNxCABAL](#) on Mon, 04 Apr 2005 17:46:48 GMT  
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maybe this can answer the white orca confusion...

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Subject: What was this in Tiberium Dawn?  
Posted by [Spoonny\\_old](#) on Mon, 04 Apr 2005 17:48:57 GMT  
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Thanks, because it made no sense at all when I explained it.

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Subject: What was this in Tiberium Dawn?  
Posted by [WNxCABAL](#) on Mon, 04 Apr 2005 17:49:49 GMT  
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SpoonyThanks, because it made no sense at all when I explained it.

made sense to me

---

Subject: What was this in Tiberium Dawn?  
Posted by [Deactivated](#) on Mon, 04 Apr 2005 17:53:43 GMT  
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WNxCABALmaybe this can answer the white orca confusion...<http://img114.exs.cx/img114/9845/ccrenprev9fo.png>

That image has been heavily touched up though for Renegade. Note the Hovercraft. Also it has some goofs: The Apache has no rotors and there are no shadows.

C&C Manual SPECIAL THANKS TO: Sean Brennan for the spaceship

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Subject: What was this in Tiberium Dawn?  
Posted by [Aircraftkiller](#) on Mon, 04 Apr 2005 17:56:18 GMT  
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You really think that Westwood Studios would credit someone for a minor piece of artwork like that when it's a terrain tileset? Especially when all terrain tiles were created by Joseph Hewitt?

Ooooookay...

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Subject: What was this in Tiberium Dawn?  
Posted by [JPNOD](#) on Mon, 04 Apr 2005 17:58:00 GMT  
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WNxCABALmaybe this can answer the white orca confusion...

For the million Command & Conquer fans around the world, we got a present for ya!.

I still remember i saw this trailer on the frontpage of Westwood.com. With my 56K it took ages to load but it was worth it.

---

Subject: What was this in Tiberium Dawn?

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Posted by [Walrus](#) on Mon, 04 Apr 2005 18:07:35 GMT

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So it does seem to be an Orca.

I can still remember seeing the first renegade clips on tv, damd that was awesome! Just being able to play as the commando was the coolest thing in the world.

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Subject: What was this in Tiberium Dawn?

Posted by [Deactivated](#) on Mon, 04 Apr 2005 18:09:00 GMT

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Expect that commando (Nick Parker) in Renegade wasn't THAT commando.

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Subject: What was this in Tiberium Dawn?

Posted by [Walrus](#) on Mon, 04 Apr 2005 18:25:51 GMT

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You know I was acutely wondering about that. I guess when I saw that little bloke on the cut scene I never put two and two together, i just assumed. They don't even sound the same and I seem to remember that the idle animation for the commando had him smoking.

Strange the things you realise in hind sight.

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Subject: What was this in Tiberium Dawn?

Posted by [sterps](#) on Wed, 06 Apr 2005 11:34:11 GMT

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You see that wreck on on a few levels not just one, the first time you see it is on the 3rd level of the GDI campaign, where you first get airstrikes (once you take out all the sams). It is just on the cliff to the left of your base.

Another one is on one of the 3 possible last mission maps for GDI, its the one where you start off next to a NOD comm. centre and powerplant. The wreck is on a cliff near the nearest nod base towards the left. There are turrets near that wreck.

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Subject: What was this in Tiberium Dawn?

Posted by [Aircraftkiller](#) on Wed, 06 Apr 2005 12:19:44 GMT

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Remember, it's Nod, not NOD.

---

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Subject: What was this in Tiberium Dawn?  
Posted by [sniper12345](#) on Wed, 06 Apr 2005 12:26:36 GMT  
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Topic Hijack!!!

This thread is now about the spelling of Nod!!![b]

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Subject: What was this in Tiberium Dawn?  
Posted by [Deactivated](#) on Wed, 06 Apr 2005 12:55:00 GMT  
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AircraftkillerRemember, it's Nod, not NOD.

The Brotherhood of Naval Ordinance Disposal

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Subject: What was this in Tiberium Dawn?  
Posted by [Nightma12](#) on Wed, 06 Apr 2005 17:35:01 GMT  
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---

AircraftkillerRemember, it's Nod, not NOD.

fuck off

---

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Subject: What was this in Tiberium Dawn?  
Posted by [WNxCABAL](#) on Wed, 06 Apr 2005 18:08:46 GMT  
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Nightma12AircraftkillerRemember, it's Nod, not NOD.

fuck off

---

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Subject: What was this in Tiberium Dawn?  
Posted by [Jecht](#) on Wed, 06 Apr 2005 18:38:25 GMT  
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---

i think its an orca too, but hell everyone in here doesnt know shit about it to begin with, and I mean EVERYONE. Unless your part of the original westwood team you can only speculate.

---

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Subject: What was this in Tiberium Dawn?

---

Posted by [Aircraftkiller](#) on Wed, 06 Apr 2005 18:52:55 GMT

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I can only speculate?

From: Joseph Hewitt <e-mail@youwontget.com>

To: JDH <jholmes@earthlink.net>

Subject: RE: C&C artwork

Date: Tue, 16 Nov 2004 09:55:14 +1000

I did lead various teams of artist doing 3D work, but more in a creative director role. Guiding the 3D movie guys to build their stuff along the lines of what the designers needed for the game. "Yes, I understand that it looks better that way, but it needs to look this way to actually work in the game."

The actual artwork I did was creation of all the terrain tile sets and converting rendered art into 2D artwork for the game. For example I would render out the buildings at a certain angle, take them into Deluxe Paint (It allowed better control over the palette than something like Photoshop) and clean it up, animate the various stages (or clean up the animations that were rendered), add damage stages and so on.

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Subject: What was this in Tiberium Dawn?

Posted by [Jecht](#) on Wed, 06 Apr 2005 21:17:12 GMT

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where in that e-mail does it say it was an orca? All it tells me is that you know the guy, but you arent him. What if it really WAS a early Scrin design that he cooked up. You know him through the internet, you dont think for him. Give me PROOF it was an orca. thx.

---

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Subject: What was this in Tiberium Dawn?

Posted by [Jaspah](#) on Wed, 06 Apr 2005 21:28:12 GMT

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---

Sir PhoenixxThat IS definately a crashed Orca, and not a UFO. It matches the shape of the Orca almost perfectly...

The top portion of the above image shows how the distances between the edge of the protrution on the bottom of the supposed "UFO" and the rocket pod on Orca, the bottom of the cockpit windows, and the top of the cockpit windows match perfectly.

That's all the proof you need...

---

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Subject: What was this in Tiberium Dawn?

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Posted by [Aircraftkiller](#) on Wed, 06 Apr 2005 23:00:31 GMT

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---

Well, that and the fact that it was a terrain tileset had you paid any attention...

---

---

Subject: What was this in Tiberium Dawn?

Posted by [Spoony\\_old](#) on Wed, 06 Apr 2005 23:25:06 GMT

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Here's what I think.

They deliberately made it vague.

---

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Subject: What was this in Tiberium Dawn?

Posted by [Jecht](#) on Thu, 07 Apr 2005 03:45:07 GMT

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ACK, you said he makes the tilesets, I believe that, but did he say that very tile was of an orca?

---

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Subject: What was this in Tiberium Dawn?

Posted by [Aircraftkiller](#) on Thu, 07 Apr 2005 04:06:59 GMT

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Who is this ack you keep talking about? He never posts yet you keep talking about him.

I think you need to get your head checked.

---

---

Subject: What was this in Tiberium Dawn?

Posted by [IRON FART](#) on Thu, 07 Apr 2005 04:12:33 GMT

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It's not a UFO because it isn't flying.

Quote:

Who is this ack you keep talking about? He never posts yet you keep talking about him.

You, silly!

---

---

Subject: What was this in Tiberium Dawn?

Posted by [Weirdo](#) on Thu, 07 Apr 2005 07:20:58 GMT

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If it is an Orca, It still doesn't explain why there is one in the 3'rd GDI level. I could be wrong about it being there but Sterps just remembered it to.

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Subject: What was this in Tiberium Dawn?  
Posted by [Deactivated](#) on Thu, 07 Apr 2005 12:28:04 GMT  
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As we're talking about TD, does anybody have an idea what is the purpose of Orca Lift Truck?  
<ftp://ftp.westwood.com/pub/cc1/previews/screenshot/orca.gif>

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Subject: What was this in Tiberium Dawn?  
Posted by [PiMuRho](#) on Thu, 07 Apr 2005 12:31:13 GMT  
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Mobile helipad.

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Subject: What was this in Tiberium Dawn?  
Posted by [Jecht](#) on Thu, 07 Apr 2005 15:13:02 GMT  
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^^

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Subject: What was this in Tiberium Dawn?  
Posted by [Aircraftkiller](#) on Thu, 07 Apr 2005 15:21:53 GMT  
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I doubt that. Look at the truck, it looks just like a regular semi-truck hauling a trailer. It has no camouflage markings and it isn't decorated with anything resembling a GDI paint scheme.

I think it's meant to be a discreet way to transport the aircraft without it being potentially shot up, or that's the vehicle used to hold it after it's done with trial runs.

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Subject: What was this in Tiberium Dawn?  
Posted by [Deactivated](#) on Thu, 07 Apr 2005 15:44:15 GMT  
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And.. the Renegade version of the truck.

<http://www.cnc-source.com/gallery/data/media/57/carrier.jpg>  
<http://www.cnc-source.com/gallery/data/media/56/orcatruck.jpg>

---

The chassis is based on the M1075 HEMTT PLS (1st gen) truck.

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Subject: What was this in Tiberium Dawn?  
Posted by [WNxCABAL](#) on Thu, 07 Apr 2005 23:49:26 GMT  
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hmmm, just been watching one of the Tiberium Sun video's.

<http://cabalonline.com/downloads/renegade/Alienwarship.zip>

Could the last war mean Tiberium Dawn?

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Subject: What was this in Tiberium Dawn?  
Posted by [Spoony\\_old](#) on Fri, 08 Apr 2005 00:01:01 GMT  
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page three.

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Subject: What was this in Tiberium Dawn?  
Posted by [Jaspah](#) on Fri, 08 Apr 2005 00:15:31 GMT  
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page three

post one

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Subject: What was this in Tiberium Dawn?  
Posted by [IRON FART](#) on Fri, 08 Apr 2005 00:42:49 GMT  
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Spoony  
page three.

j4S[p]page three

post one  
Enough faggottry.

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Subject: What was this in Tiberium Dawn?

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Posted by [Jecht](#) on Fri, 08 Apr 2005 02:45:53 GMT

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agreed.

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Subject: What was this in Tiberium Dawn?

Posted by [Spoony\\_old](#) on Fri, 08 Apr 2005 07:11:59 GMT

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j4S[p]page three

post one

\*two

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Subject: What was this in Tiberium Dawn?

Posted by [Dave Mason](#) on Fri, 08 Apr 2005 12:59:55 GMT

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Spoony, 571 posts.

371 legit,

200 "page 2" "page 3" "page 4" etc posts.

---

Subject: What was this in Tiberium Dawn?

Posted by [Deactivated](#) on Fri, 08 Apr 2005 15:33:00 GMT

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Back on topic...

You've seen this plane?

I've done some research on it and it appears that it is based off the YF-21 Fighter from Macross Plus anime. It's not really a big suprise because Westwood had already borrowed things from anime series. The Raptor Attack Cycle, which was based off Kaneda's bike from Akira and the Ion Cannon from again from the same anime based off the Solar Beam.

The design itself shares some similarities with YF-23 Black Widow and Tomcat.

On the sides it reads "ASP-71". Don't know what it means.

On the outer side of tailwings it has an embossed GDI logo.

Features:

\*Carriers total 8 missiles under left and right wing.

\*Variable tailwings

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Appereances:

-Game box art (white)

-Second Tiberium info cutscene with the plane (black) taking out the Nod YF-22 Lightning II.

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Subject: What was this in Tiberium Dawn?

Posted by [Jaspah](#) on Fri, 08 Apr 2005 19:28:22 GMT

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IRON FARTSpoony  
page three.

j4S[p]page three

post one  
Enough faggottry.

no u

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