
Subject: CNC: Reborn Updates!
Posted by [Spice](#) on Wed, 06 Jul 2005 01:43:19 GMT
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We have a few updates over at www.cncreborn.net. First we have the Mammoth Mark II. It's just a simple texture update by renardin and some help from sloth.
The model was done by Nightcrawler and the renders by Permagrín.

Our next update is the Ghoststalker model and texture. The model was done by a personal friend of permagrín and the texture was done by Ray Pinit.

- Reborn Team

Subject: Re: CNC: Reborn Updates!
Posted by [cheesesoda](#) on Wed, 06 Jul 2005 01:54:40 GMT
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I didn't know they made wooden tanks.

Subject: Re: CNC: Reborn Updates!
Posted by [SuperFlyingEngi](#) on Wed, 06 Jul 2005 02:06:02 GMT
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Could you guys possibly not post 3ds renders with fog and stuff, because it has no relevant bearing on the actual model/texture in game.

Moving on, MKII looks the same as before, and Ghostalker is awesome.

Subject: Re: CNC: Reborn Updates!
Posted by [Jecht](#) on Wed, 06 Jul 2005 02:07:37 GMT
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omg, fingers!!!!

Subject: Re: CNC: Reborn Updates!
Posted by [cheesesoda](#) on Wed, 06 Jul 2005 02:25:28 GMT
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SuperFlyingEngiCould you guys possibly not post 3ds renders with fog and stuff, because it has no relevant bearing on the actual model/texture in game.
It's to cover up the shoddy job.

The Ghoststalker does look pretty good, but again, the MKII looks like it's wooden. I mean, does it have any firepower, or does it require a repeat of Troy?

Subject: Re: CNC: Reborn Updates!
Posted by [YSLMuffins](#) on Wed, 06 Jul 2005 07:15:45 GMT
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I like the Ghoststalker. The shirt seems to blend into the skin, however, and since I don't know what it would look like otherwise I guess it's ok. Maybe adding a black outline along the shirt to look like a shadow?

Like the MMKII model too, but it still can't seem to shake that chromish/spraypainted/artificial look...

Subject: Re: CNC: Reborn Updates!
Posted by [reborn](#) on Wed, 06 Jul 2005 08:02:10 GMT
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Nice work guys, completely awesome work

And the detail on both is amazing... The Ghost stalker is more detailed then anyother model based on the renegade engine I have seen. And the mammy mk2 is something I really wanna start driving round in right now. Nice work guys

Subject: Re: CNC: Reborn Updates!
Posted by [Spice](#) on Wed, 06 Jul 2005 08:36:08 GMT
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Thank you for the good comments guys (and girls)! We will try to work on your suggestions.

Subject: Re: CNC: Reborn Updates!
Posted by [Aircraftkiller](#) on Wed, 06 Jul 2005 08:47:25 GMT
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1. That Mammoth will never look good so long as you refuse to use reference material to paint it.
2. Why isn't Reborn out yet?

3. Why are you still updating old crap instead of actually releasing it, almost two years later?

Subject: Re: CNC: Reborn Updates!

Posted by [Titan1x77](#) on Wed, 06 Jul 2005 15:05:45 GMT

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Aircraftkiller wrote on Wed, 06 July 2005 04:47:1. That Mammoth will never look good so long as you refuse to use reference material to paint it.

2. Why isn't Reborn out yet?

3. Why are you still updating old crap instead of actually releasing it, almost two years later?

1.This can be done later, we have more important things to work on ATM...Renardin felt like updating the texture in the meantime....Why don't we give you the texture map and you can show us how it's done? or anyone else that thinks they can do better.

2.We are waiting on the rest of the buildings

3.Renardin doesnt seem to have anything new to work on, he's waiting for unwraps and we are waiting on buildings for a Public beta not a release.

Subject: Re: CNC: Reborn Updates!

Posted by [Chronojam](#) on Wed, 06 Jul 2005 23:30:02 GMT

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So there's more important things to do than Renardin fixing the texture and adding in some dirt/mud/etc to the feet...

YET!

Renardin currently is not doing anything and is waiting for other people to do other things that don't even rhyme with texture.

Result: No reason not to fix up the Mk2, and no reason not to give the ghostalker tanglier, browner hair that looks like he hasn't been to a salon and *has* been creeping around through tibrium wastelands and crawling along through fields.

Subject: Re: CNC: Reborn Updates!

Posted by [Spice](#) on Wed, 06 Jul 2005 23:40:03 GMT

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I'm sorry you feel we are not progressing to your liking. We appreciate your consideration.

Subject: Re: CNC: Reborn Updates!
Posted by [Renegerage](#) on Sun, 10 Jul 2005 01:08:32 GMT
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Omfg lay off them, i would LOVE to see ANYOEN who bashes them, do ne better, they are amazing, ghostalker is pimp, MKII is behemoth, dont listen to tehm guys REALY NICE JOB!

Subject: Re: CNC: Reborn Updates!
Posted by [Oblivion165](#) on Sun, 10 Jul 2005 02:06:18 GMT
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cheekay77 wrote on Sat, 09 July 2005 21:08Omfg lay off them, i would LOVE to see ANYOEN who bashes them, do ne better, they are amazing, ghostalker is pimp, MKII is behemoth, dont listen to tehm guys REALY NICE JOB!

Your post started off great, then you threw words like "pimp" in there and just lost all credibility.

Subject: Re: CNC: Reborn Updates!
Posted by [cheesesoda](#) on Sun, 10 Jul 2005 04:37:40 GMT
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cheekay77 wrote on Sat, 09 July 2005 20:08i would LOVE to see ANYOEN who bashes them, do ne better
When are you fanboys going to stop using that lame "point" to try and get us to stop sharing our opinions? You don't need to do better to have an opinion.

Subject: Re: CNC: Reborn Updates!
Posted by [Renardin6](#) on Sun, 10 Jul 2005 08:47:18 GMT
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I don't think you can. When we see what you call wood...

Subject: Re: CNC: Reborn Updates!
Posted by [Cyber030](#) on Sun, 10 Jul 2005 12:59:07 GMT
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The MKII is freaken awesome. It looks completely different from the old one. I say nice work on it. As for Ghoststalker, he is a mutant, and his eyebrows are the only thing that show it. Make him a little more tiberian infected. Other than that great work. You guys are fixing the part where Jump-jet infantry could get on top of buildings and lay beacons right? It was always impossible to

disarm them when they did that.

Subject: Re: CNC: Reborn Updates!
Posted by [danpaul88](#) on Sun, 10 Jul 2005 13:40:01 GMT
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well the only solution to that would be to make sure there were ladders or stairs to all areas the jumpjet could put a beacon...

Subject: Re: CNC: Reborn Updates!
Posted by [Toolstyle](#) on Sun, 10 Jul 2005 13:43:23 GMT
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Narh it was only impossible to disarm the beacon if it was on the Nod Power Plant, you could easily access the roofs of any of the other buildings.

Subject: Re: CNC: Reborn Updates!
Posted by [cheesesoda](#) on Sun, 10 Jul 2005 14:36:30 GMT
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Renardin6 wrote on Sun, 10 July 2005 04:47I don't think you can. When we see what you call wood...

It's wood with some burnt concrete on it to simulate weaponry.

Subject: Re: CNC: Reborn Updates!
Posted by [Dan](#) on Sun, 10 Jul 2005 20:39:10 GMT
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You know that the Mammoth MK II is supposed to look that colour... If you google it, then you shall see.

Subject: Re: CNC: Reborn Updates!
Posted by [Renardin6](#) on Sun, 10 Jul 2005 21:36:26 GMT
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yeah, I took the exact color of the render (hex code) and added it to the texture.

Subject: Re: CNC: Reborn Updates!
Posted by [Cyber030](#) on Sun, 10 Jul 2005 22:49:32 GMT
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Ooooooo..... the rest of you got burnt there. These guys know what they are doing. They are here for your help, not for your criticism.

Subject: Re: CNC: Reborn Updates!
Posted by [Titan1x77](#) on Sun, 10 Jul 2005 23:46:48 GMT
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danpaul88 wrote on Sun, 10 July 2005 09:40well the only solution to that would be to make sure there were ladders or stairs to all areas the jumpjet could put a beacon...

Also keep in mind that we can change the detonate time to whatever we want....seeing these buildings will be huge the time will be increased for finding those beacons.....and some of the infantry will have binoculars to zoom in around the base, Tech's wont have a problem finding them or disarming them at all.

Subject: Re: CNC: Reborn Updates!
Posted by [cheesesoda](#) on Mon, 11 Jul 2005 05:27:30 GMT
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Cyber030 wrote on Sun, 10 July 2005 17:49Ooooooo..... the rest of you got burnt there. These guys know what they are doing. They are here for your help, not for your criticism. They can't improve if they don't listen to constructive criticism. Just because he uses the same hex color doesn't stop it from looking like wood. It's not the color that makes it look like wood, it's how he made the texture.

Subject: Re: CNC: Reborn Updates!
Posted by [Fleetatks](#) on Fri, 15 Jul 2005 02:54:35 GMT
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will the feet actually move wile the MK is moving? cus if it stands still lol be looking goofy , and if so show a screen shot of legs moving

Subject: Re: CNC: Reborn Updates!
Posted by [danpaul88](#) on Fri, 15 Jul 2005 22:04:02 GMT
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The reborn team have already posted images and videos showing how the MKII and other biped

vehicles will NOT walk while stood still.

Subject: Re: CNC: Reborn Updates!
Posted by [Fleetatks](#) on Fri, 15 Jul 2005 23:18:03 GMT
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so does that mean that the legs will move? you only said they dont move while standing still :\

Subject: Re: CNC: Reborn Updates!
Posted by [danpaul88](#) on Fri, 15 Jul 2005 23:55:03 GMT
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They will walk as normal when in motion, and when stood still the legs will be still. As they do in Tiberian Sun.

Subject: Re: CNC: Reborn Updates!
Posted by [Shaked](#) on Sat, 16 Jul 2005 11:57:04 GMT
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j_ball430 wrote on Wed, 06 July 2005 04:54I didn't know they made wooden tanks.
i need to "laugh" now?
u acting like a little kiddie

The MK2 looks awesome!
and the ghoststalker too!

keep the good job

Subject: Re: CNC: Reborn Updates!
Posted by [Renardin6](#) on Sun, 17 Jul 2005 16:20:12 GMT
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Dr. Hemroid wrote on Fri, 15 July 2005 19:18so does that mean that the legs will move? you only said they dont move while standing still :\

I showed a video of the juggernaut and the deploy script. It also shows the problem of the legs fixed.

Now if you want to know the full process, you can ask that to laeubi. But it works perfectly fine. When walking, legs move. When not walking, legs don't move... You don't exit the vehicle when you deploy (juggernaut).

Subject: Re: CNC: Reborn Updates!
Posted by [Renardin6](#) on Fri, 29 Jul 2005 19:51:49 GMT
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Subject: Re: CNC: Reborn Updates!
Posted by [Slash0x](#) on Fri, 29 Jul 2005 20:25:56 GMT
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Zip the model and texture file (editable one) and I'll take a wack at it if I get the time to try to get a "paint" look.

Subject: Re: CNC: Reborn Updates!
Posted by [Jecht](#) on Fri, 29 Jul 2005 20:29:28 GMT
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Slash > ACK at map making

Subject: Re: CNC: Reborn Updates!
Posted by [YSLMuffins](#) on Sat, 30 Jul 2005 05:27:19 GMT
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Cool, I think it's an improvement in texture.

Subject: Re: CNC: Reborn Updates!
Posted by [Tiberium Hunter](#) on Sat, 30 Jul 2005 13:39:45 GMT
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ARG! I can't stand it! it's too awesome! now I'm seriously can't wait for it

Subject: Re: CNC: Reborn Updates!
Posted by [Renerage](#) on Wed, 03 Aug 2005 14:55:50 GMT
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Same, ill be like "where do i sign up" this game looks crazy.
