
Subject: CNC Reborn Updates!
Posted by [Spice](#) on Wed, 13 Jul 2005 19:08:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have a few updates over at www.cncreborn.net

First we have the Hand of nod, Exterior was modeled by Sod.X.

Textured:

The interior was modeled by myself. All texture work was done by Sloth and a little help from renardin.

We also have a small video of a DSAPO Object, a holo projector. It was created by sloth.

<http://www.cncreborn.iconique.net/hon.rar>

- Reborn Team

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Wed, 13 Jul 2005 19:54:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks great, except one thing. Wtf is that watch thing, look at this page of a ss straight out of Tiberian Sun:

<http://www.tiberiumsun.com/arsenal/nodstructures.shtml>

That watch isnt there. Theres a light, but no watch

Like the insides though. Especially the PTs

Subject: Re: CNC Reborn Updates!
Posted by [Hav0c](#) on Wed, 13 Jul 2005 20:31:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

See the watch now?

Source: www.Cybergooch.com

Subject: Re: CNC Reborn Updates!
Posted by [Ma1kel](#) on Wed, 13 Jul 2005 20:39:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's identical, nice work!

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Wed, 13 Jul 2005 21:30:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hav0c wrote on Wed, 13 July 2005 16:01See the watch now?

Source: www.Cybergooch.com

yes?

Subject: Re: CNC Reborn Updates!
Posted by [Daze](#) on Thu, 14 Jul 2005 00:15:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

The exterior looks decent, but I really can't appreciate the inside bit. The walls look extremely cruddy for a place for these people to live, if you remember the HON interior from Renegade, you'll find the whole place looks far more fancy than this. Plus, are beds with texture issues all you've got to show any lifestyle...? No lockers or maybe even crates?

Subject: Re: CNC Reborn Updates!
Posted by [JeepRubi](#) on Thu, 14 Jul 2005 02:16:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its the future, lockers and crates may be extinct!

Subject: Re: CNC Reborn Updates!
Posted by [cmatt42](#) on Thu, 14 Jul 2005 02:38:59 GMT

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

It looks okay, but frickin' huge, like the War Factory.

Subject: Re: CNC Reborn Updates!

Posted by [Jecht](#) on Thu, 14 Jul 2005 02:51:01 GMT

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

its not like the real TS, people actually have to be able to fit inside

Subject: Re: CNC Reborn Updates!

Posted by [Renardin6](#) on Thu, 14 Jul 2005 07:06:03 GMT

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

Daze wrote on Wed, 13 July 2005 19:15No lockers or maybe even crates?

6 lockers on each side...

Subject: Re: CNC Reborn Updates!

Posted by [Daze](#) on Thu, 14 Jul 2005 07:31:23 GMT

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

Wow you call those lockers??

Okay, now I've seen everything...

Subject: Re: CNC Reborn Updates!

Posted by [Naamloos](#) on Thu, 14 Jul 2005 08:51:40 GMT

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

Daze wrote on Thu, 14 July 2005 03:31

Wow you call those lockers??

Okay, now I've seen everything...

They look fine, and exactly like any normal locker today.

Subject: Re: CNC Reborn Updates!

Posted by [Jecht](#) on Thu, 14 Jul 2005 09:10:16 GMT

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

ok, don't rip Reborn for being reborn. Any dumbass can see that the inside of that is much better than the Westwood team did. The lockers are fine. Just once again, wtf is that watch thing on there?

Subject: Re: CNC Reborn Updates!

Posted by [reborn](#) on Thu, 14 Jul 2005 09:54:10 GMT

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

That looks so cool guys...

Not only does the exterior look fantastic, but the interior is amazing. The walls, the floor, the detailed corrosion all make for excellent surroundings that make me already feel emerged in the CNC world of Tiberian Sun. The light rigging is also excellent work and the realism of the place stuns me.

And all on the renegade engine, you guys are freaking awesome.

Subject: Re: CNC Reborn Updates!

Posted by [Renardin6](#) on Thu, 14 Jul 2005 13:09:12 GMT

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

The renders are from 3dsmax. But on Renegade engine we will setup lighting as close as what you can see there.

Subject: Re: CNC Reborn Updates!

Posted by [danpaul88](#) on Thu, 14 Jul 2005 13:14:16 GMT

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

Great job, the only comment I have is that the floor is maybe a little too bright and clean for somewhere soldiers tramp through all day with mucky boots...

Subject: Re: CNC Reborn Updates!

Posted by [Hav0c](#) on Thu, 14 Jul 2005 16:34:20 GMT

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

Quote:ok, don't rip Reborn for being reborn. Any dumbass can see that the inside of that is much better than the Westwood team did. The lockers are fine. Just once again, wtf is that watch thing on there?

Because it's on the Tiberian Sun Render from Eric Gooch's which was used for the reference.

As to what it is, it looks like some sort of revolving vent but im not really sure.

Subject: Re: CNC Reborn Updates!

Posted by [Lijitsu](#) on Thu, 14 Jul 2005 16:53:19 GMT

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

danpaul88 wrote on Thu, 14 July 2005 09:14Great job, the only comment I have is that the floor is maybe a little too bright and clean for somewhere soldiers tramp through all day with mucky boots...

They have a REALLY good Janitor...

Subject: Re: CNC Reborn Updates!

Posted by [Renardin6](#) on Fri, 15 Jul 2005 00:12:51 GMT

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

In 2030, they discovered some soap formula...

Subject: Re: CNC Reborn Updates!

Posted by [flyingfox](#) on Fri, 15 Jul 2005 01:11:52 GMT

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

The untextured hand looks better than the textured one, even though it resembles plastic.

Don't post renders as these just confuse people into thinking it'll look this good in renegade. Post real game shots instead.

As to what someone else said about the interior quality. Is it original? It looks too big to be in a multiplayer game. The renegade buildings for multiplayer are quick "in and out" interiors. The renalert buildings and these seem to be a cross between those and the big interiors from single player. i'm not so sure about these. I played the reborn beta and they seemed ok, but don't make them any bigger than the ones you already have.

Subject: Re: CNC Reborn Updates!

Posted by [danpaul88](#) on Fri, 15 Jul 2005 16:11:41 GMT

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

remember this is a completely different team to that which made the beta.. they probably wont be using anything from that beta.

Subject: Re: CNC Reborn Updates!
Posted by [Hav0c](#) on Fri, 15 Jul 2005 20:49:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

The interior is different from the last beta but not any more complicated, it just has a few more things added to make it actually resemble a barracks.

Subject: Re: CNC Reborn Updates!
Posted by [Renardin6](#) on Sun, 17 Jul 2005 18:11:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 15 July 2005 11:11remember this is a completely different team to that which made the beta.. they probably wont be using anything from that beta.

Except for some textures and 2 Nod soldiers, you are right.

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Sun, 17 Jul 2005 19:17:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone gonna answer my question?

"gbull" wtf is that watch thing on there?

It greatly uglifies the outside look IMO.

Subject: Re: CNC Reborn Updates!
Posted by [Parad0x](#) on Sun, 17 Jul 2005 20:07:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hav0c wrote on Thu, 14 July 2005 16:34
Because it's on the Tiberian Sun Render from Eric Gooch's which was used for the reference.

As to what it is, it looks like some sort of revolving vent but im not really sure.

Sure you can read?

Subject: Re: CNC Reborn Updates!
Posted by [CnCsoldier08](#) on Mon, 18 Jul 2005 00:40:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why do you always post renders in 3dsmax? It obviously isn't going to look that way ingame, so

why fool people? At least SAY it is in fact done in 3dsmax.

Subject: Re: CNC Reborn Updates!

Posted by [icedog90](#) on Mon, 18 Jul 2005 01:16:27 GMT

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

CnCsoldier08 wrote on Sun, 17 July 2005 19:40Why do you always post renders in 3dsmax? It obviously isn't going to look that way ingame, so why fool people? At least SAY it is in fact done in 3dsmax.

Totally agree, except it's okay to do that with models as long as they're not rendered all fancy like hell. In fact, it's okay to do it for anything as long as you don't do it nearly every single time.

Subject: Re: CNC Reborn Updates!

Posted by [Spice](#) on Mon, 18 Jul 2005 07:22:21 GMT

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

Thanks for the concern on our presentation, but we at cncreborn are working on getting the hand of nod rendered on the W3D engine along with proxy placements and animations.

As soon as we get it W3D Compatible with the rest of the buildings you will be updated. Thanks again for the concern.

Subject: Re: CNC Reborn Updates!

Posted by [Renardin6](#) on Mon, 18 Jul 2005 10:31:47 GMT

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

CnCsoldier08 wrote on Sun, 17 July 2005 19:40Why do you always post renders in 3dsmax? It obviously isn't going to look that way ingame, so why fool people? At least SAY it is in fact done in 3dsmax.

Hem...

Renardin6 wrote on Thu, 14 July 2005 08:09The renders are from 3dsmax. But on Renegade engine we will setup lighting as close as what you can see there.

Subject: Re: CNC Reborn Updates!

Posted by [Aircraftkiller](#) on Mon, 18 Jul 2005 15:51:33 GMT

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

You can't make lighting anything like that in W3D without giving the interiors enough polygons to render the vertex lighting properly. With the amount you'd use to get that kind of lighting, you'd have more than 9,000 for just the interiors.

You are a liar.

Subject: Re: CNC Reborn Updates!
Posted by [Viking](#) on Mon, 18 Jul 2005 17:43:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have agree with AirCraftkiller on this one, there no way the W3D engin could make somthing look that good.

Subject: Re: CNC Reborn Updates!
Posted by [Renardin6](#) on Mon, 18 Jul 2005 20:45:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Thu, 14 July 2005 08:09as close as

Doesn't mean : "same".

Subject: Re: CNC Reborn Updates!
Posted by [Viking](#) on Tue, 19 Jul 2005 19:14:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes it dose? Have you red the "Dictionary of idjit626"? It says there is no diffrence between that phriase and that word.

Subject: Re: CNC Reborn Updates!
Posted by [danpaul88](#) on Tue, 19 Jul 2005 20:14:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

dictionarys do not give the meaning of phrases, only words...

and they dont mean the same

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Tue, 19 Jul 2005 20:46:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

he wasnt serious...

Subject: Re: CNC Reborn Updates!
Posted by [danpaul88](#) on Tue, 19 Jul 2005 20:59:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

hard to tell sometimes

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Tue, 19 Jul 2005 22:14:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

idjit626 wrote on Tue, 19 July 2005 14:44Yes it dose? Have you red the "Dictionary of idjit626"? It says there is no diffrence between that phriase and that word.

Dictionary of idjit626

Subject: Re: CNC Reborn Updates!
Posted by [danpaul88](#) on Tue, 19 Jul 2005 22:22:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, well I wasnt really reading it properly because i was busy playing worms 3d on my PS2

Subject: Re: CNC Reborn Updates!
Posted by [CnCsoldier08](#) on Wed, 20 Jul 2005 04:50:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Mon, 18 July 2005 06:31CnCsoldier08 wrote on Sun, 17 July 2005 19:40Why do you always post renders in 3dsmax? It obviously isn't going to look that way ingame, so why fool people? At least SAY it is in fact done in 3dsmax.

Hem...

Renardin6 wrote on Thu, 14 July 2005 08:09The renders are from 3dsmax. But on Renegade engine we will setup lighting as close as what you can see there.

You posted that way after the fact, after people had brought it up. If nobody said anything, you would have let them believe it would look that way ingame. You should be posting it in your first post of the topic.

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Wed, 20 Jul 2005 09:53:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

its been mentioned in previous topics several times. If you didnt know that was in 3dsmax its your own fault.

Subject: Re: CNC Reborn Updates!
Posted by [Renardin6](#) on Mon, 25 Jul 2005 00:05:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

gbull wrote on Wed, 20 July 2005 05:53its been mentioned in previous topics several times. If you didnt know that was in 3dsmax its your own fault.

Indeed.

Subject: Re: CNC Reborn Updates!
Posted by [Aircraftkiller](#) on Mon, 25 Jul 2005 15:38:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's still no excuse for it to be a 3DS rendering instead of a screenshot from the game itself.

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Mon, 25 Jul 2005 19:57:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes there is: He wants to.

Subject: Re: CNC Reborn Updates!
Posted by [Aircraftkiller](#) on Mon, 25 Jul 2005 21:09:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Which means he's being misleading by not showing you what their team has actually done for the game engine itself, bringing us back to the root of the problem many of us have with Reborn (Besides the issue that it totally fucking sucks).

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Mon, 25 Jul 2005 21:41:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look, he said it was in 3dsmax. He has also shown some models in W3d. Hes not misleading

shit since he, and you said it was in 3dsmax in previous posts.

"Renardin" The renders are from 3dsmax. But on Renegade engine we will setup lighting as close as what you can see there.

Misleading my ass. Its only Misleading if you don't know what 3dsmax is, in which case, someone is there to explain its not the same as w3d.

Subject: Re: CNC Reborn Updates!
Posted by [Renardin6](#) on Tue, 26 Jul 2005 15:21:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't lose your time on that. Ack is the one full of lies. He can't say much except the crap you see above.

Reborn sucks. lol

Subject: Re: CNC Reborn Updates!
Posted by [Jaspah](#) on Tue, 26 Jul 2005 18:19:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 25 July 2005 11:38 There's still no excuse for it to be a 3DS rendering instead of a screenshot from the game itself.

I think one word sums up this post.

HYPOCRITE.

Subject: Re: CNC Reborn Updates!
Posted by [Slash0x](#) on Tue, 26 Jul 2005 20:32:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Woah! These forums are weird now.

Anyways, post da shit in the w3d engine for they can stop complaining about it. I would like to see it in the w3d engine myself. If you are concerned about the shading, you should apply the shading to the texture itself. As for the HON interior, create a cinematic animation for a drone or something to show it's cleaning the place or perhaps some trash cans, or something (benches, bottles, photos on the wall, etc.), to help give the feel to it.

My 2 cents!

"HYPOCRITE"; the spelling is all wrong, it's ACK (aka: n00bcraftkiller); other forms of the word "concrete"

Some things never change...

Subject: Re: CNC Reborn Updates!
Posted by [Lijitsu](#) on Tue, 26 Jul 2005 21:30:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or do one post with the 3D Studio Max shots, and another with the W3D shots. This way people can see how well your doing with Reborn, and maybe AircraftKiller might lighten up just a tad.

Subject: Re: CNC Reborn Updates!
Posted by [Jecht](#) on Tue, 26 Jul 2005 21:42:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

who cares about what ACK says about this mod anymore anyway. Hes just nit picking.

Subject: Re: CNC Reborn Updates!
Posted by [Lijitsu](#) on Tue, 26 Jul 2005 21:45:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

After awhile, the nit picking can get to people. Hes actually trying to mentally sabotage the Reborn team, and keep them from finishing their work. If he succeeds, Reborn will never get completed, much like my old clan. In order for this to work, the Reborn team needs to post something of their work, and come back to the forums to read comments after tiring themselves from work, thereby lowering their mental defense.

Subject: Re: CNC Reborn Updates!
Posted by [Aircraftkiller](#) on Wed, 27 Jul 2005 04:16:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

They aren't going to finish. Anyone who's been around for more than a month, and has decent mental faculties, would know this.

Subject: Re: CNC Reborn Updates!
Posted by [YSLMuffins](#) on Wed, 27 Jul 2005 04:38:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think people have had enough time to digest this update.
