
Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Fri, 15 Nov 2002 21:36:00 GMT
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"It was becoming a dream come true for the talented young star, until one fateful night....."Anyways , Heres what I've been brewing in RenX the past few days, my take on the TS GDI War Factory. Its the second largest TS building I've made so far, The bay for tank construction is twice as high as the original bay, and can be accessed from inside. The Con bay also has a second story loft to stand on, just for the fun of it. This is the first building I've made that has new active animations, five cooling fans will spin around. Heres what I have so far, most of the basic work is done, now I'm just adding detail and working out the textures. Total poly count at the moment is around 1,500. I've a long since my 16,00+ poly power plant. Enjoy!Westwood's Render:<http://www.n00bstories.com/image.fetch.php?id=1274501077>My Model:<http://www.n00bstories.com/image.fetch.php?id=1614815073><http://www.n00bstories.com/image.fetch.php?id=2119286596>Triforce [November 15, 2002, 21:37: Message edited by: Triforce]

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Fri, 15 Nov 2002 21:41:00 GMT
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For a minute there i thought the first screenshot was your model, lol, then i realised it said "westwood render", duh!Looks very nice.

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 07:22:00 GMT
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god, you should make a TS mod, those are very nice.

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 09:10:00 GMT
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Texture needs working on. And try to copy ever single detail on the model. [November 16, 2002, 09:12: Message edited by: CyborgDC]

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 09:17:00 GMT
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Very nice

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 09:21:00 GMT
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bit more work will make it awesome.or maybe its just the texture.i think both.good job so far.

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 11:59:00 GMT
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i just made one right now. its not textured but its still pretty good. low poly count. and interior included. TS GDI WF1 TS GDI WF2 TS GDI WF3 what do you think.btw... the doors are small because the building is gonna be big so all the TS units can come out of it. and this is also the original size.

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 13:36:00 GMT
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you have no clue of the size of the MK2.any way here are the textured pics. note i only textured the exterior not the interior. Textured Pic1 Textured Pic2 Textured Pic3

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 15:20:00 GMT
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How do you make light emitters for buildings? I haven't found anything on how to make them.Triforce [November 16, 2002, 15:21: Message edited by: Triforce]

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:10:00 GMT
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ok copy your dazzel.ini file into your renx folder. then make a box. goto w3d option select hide and dazzel. then from the popup menu select which ever you want. but what i did was just took the muzzelflash from the mammoth tank and just changed the texture. and kept the same w3d settings.

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:32:00 GMT

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Thanks! Triforce

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:59:00 GMT

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no problem.

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:05:00 GMT

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That would make an awesome SP War Fac. Triforce

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:12:00 GMT

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thx

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:20:00 GMT

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You need to make it like 20ft high not 100ft. Drop the size by a lot. [November 16, 2002, 12:21: Message edited by: CyborgDC]

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Mon, 18 Nov 2002 00:05:00 GMT

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quote:Originally posted by scarface:For a minute there i thought the first screenshot was your model, lol, then i realised it said "westwood render", duh!Looks very nice.i did the same thing..=O(lolbut your model is pretty good...looks almost exactly like westwoods render!

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Wed, 20 Nov 2002 16:06:00 GMT

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birghten up the textures on the main walls and it will look great [November 20, 2002, 16:07:
Message edited by: avroaero]

Subject: Behind the Model: TS GDI War Fac
Posted by [Anonymous](#) on Thu, 21 Nov 2002 15:10:00 GMT
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u missed like 2 pipes on the triangular thing on the front and sum minor work on the textures
and it will look asdounding keep up the great work man
