
Subject: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Spice](#) on Mon, 05 Dec 2005 19:39:16 GMT

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Here are the GDI and Nod Binoculars, Modeled and UVW Mapped by Myself and textured by Renardin.

We have it planned for now that the Officer Units will carry these, along with their weapons. These will take full advantage of Jonwils Custom Scope script, which allows us the have new textures for the Scope.

GDI Version

Nod Version:

- Reborn Team

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [htmlgod](#) on Mon, 05 Dec 2005 20:28:07 GMT

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Hmm. Nice model, anyway. Those are some pretty freaky lenses, though. And what is the material of the actual binoculars supposed to be? Rubber or metal? Most binoculars these days are rubber, but with the way the lighting is done, it's just a black mystery-substance that they're made out of. Anyway, overall, pretty nice.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [SuperFlyingEngi](#) on Mon, 05 Dec 2005 21:56:53 GMT

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I think the actual rounded things that surround the eyepiece (I don't have a technical term for them) need more polygons.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Chronojam](#) on Tue, 06 Dec 2005 00:24:12 GMT

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Couldn't you have gotten more creative and had the team logos not in the exact same spot on each? Like, give Nod 2 big logos on either side of them? Because right now they're just identically laid out and the textures are damn well near identical, even the location and size of the team logo.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [JeepRubi](#) on Tue, 06 Dec 2005 00:41:44 GMT
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Nod makes something and GDI makes something, some how i dont think they should be the same exept for the team coulors.

I think that you should make gdi's and Nod's completely different. Maybe make Nod's with one eyepice, and make GDI's like the splinter cell dudes with 3 thingys. My idea is now out of my head!

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [rm5248](#) on Tue, 06 Dec 2005 01:08:20 GMT
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3 eyepieces? That might work, although one would probably have to be a different color and centered above the other 2...

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [m1a1_abrams](#) on Tue, 06 Dec 2005 02:48:04 GMT
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Yeah, the Binoculars are good to my eyes (aha), but it would be nice if they weren't identical for both sides. I'd say keep those ones for GDI and make Nod a new model that's more stylized.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [ChronoJam](#) on Tue, 06 Dec 2005 04:41:39 GMT
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And make the GDI one not have green lenses, unless you're starting with the binoculars and power plant and soon will recolor all GDI gear to be green..

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [Jecht](#) on Tue, 06 Dec 2005 05:16:26 GMT
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GDI's binocs would look better with Gold lenses.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [m1a1_abrams](#) on Tue, 06 Dec 2005 05:52:07 GMT

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Actually green makes sense for "electronic" binoculars. Lots of night vision scopes and such are displayed in varying shades of green, hence the so-called "green screen warfare" of modern times (mainly because the M1A2's CITV display is all green).

Red and green are both colours that you see in different kinds of thermal imaging. I've never seen a pure yellow scope before, although you see yellowish colours sometimes against red/orange, or blue/green.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [Spice](#) on Tue, 06 Dec 2005 06:42:09 GMT

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I will talk to renardin about changeing up the textures some. I did a quick color edit, How's it look?
I kind of like it.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [Renardin6](#) on Tue, 06 Dec 2005 07:13:31 GMT

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make another model for nod if you want. I will texure it.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [Spice](#) on Tue, 06 Dec 2005 07:43:40 GMT

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That sounds like a good idea, Since it only took me about an hour to model and UVW map this pair, It shouldn't take too much longer for the second.

Any concepts you guys think I should follow except the pair used int he "Stealth" video?

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars
Posted by [JeepRubi](#) on Tue, 06 Dec 2005 13:05:53 GMT

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Could be cool.

File Attachments

1) [night_goggle_on_1x20.jpg](#), downloaded 986 times



Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Jecht](#) on Tue, 06 Dec 2005 13:46:33 GMT

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I like it Ex.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Sir Phoenixx](#) on Tue, 06 Dec 2005 13:54:00 GMT

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Looks alright.

Quote:Actually green makes sense for "electronic" binoculars. Lots of night vision scopes and such are displayed in varying shades of green, hence the so-called "green screen warfare" of modern times (mainly because the M1A2's CITV display is all green).

Images from night vision goggles are in green because they're, night vision goggles. Since these binoculars aren't night vision goggles, it doesn't make any sense to color the lenses green (or any color really, night vision goggle lenses aren't colored).

Just make Nod a different kind of binoculars, and give both normal black lenses, but add a medium sized Nod/GDI logo on the top of the binoculars, and maybe a stripe in their color going around the binoculars.

Quote:

Could be cool.

Those aren't binoculars though. If they were adding night vision goggles to the game, then yeah they would be cool.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Jecht](#) on Tue, 06 Dec 2005 15:34:50 GMT

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night vision in Renegade would be ridiculous though. Just like the stock sniper scope, it wouldn't help your vision at all.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Goztow](#) on Tue, 06 Dec 2005 15:41:24 GMT

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how can u make the nod and gdi ones totally different? binoculars are binoculars: you can't make them in 1500 different sizes/shapes. Just change some details : one pair could be roundy, the other could be less roundy

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Coolrock](#) on Tue, 06 Dec 2005 19:10:19 GMT

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They can be green.

They can be red. (Ruby)

How about something like this?

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Spice](#) on Tue, 06 Dec 2005 19:42:16 GMT

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The top picture is actually the one I used for detail reference, hehe.

I really like the bottom pair.

Here are what the nod binoculars are shaping up to look like, any suggestions?

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Renardin6](#) on Tue, 06 Dec 2005 19:53:49 GMT

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We should stop, people will think we listen to them... lol

(good work, unwrap now biatch)

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [rm5248](#) on Tue, 06 Dec 2005 23:19:19 GMT

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EXdeath7 wrote on Tue, 06 December 2005 13:42The top picture is actually the one I used for detail reference, hehe.

I really like the bottom pair.

Here are what the nod binoculars are shaping up to look like, any suggestions?

Yeah... How the hell do you focus the binoculars when there's no real focus knob?

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Coolrock](#) on Wed, 07 Dec 2005 03:54:59 GMT

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Those aren't that bad. Nice job.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Renx](#) on Thu, 08 Dec 2005 02:45:51 GMT

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rm5248 wrote on Tue, 06 December 2005 19:19EXdeath7 wrote on Tue, 06 December 2005 13:42The top picture is actually the one I used for detail reference, hehe.

I really like the bottom pair.

Here are what the nod binoculars are shaping up to look like, any suggestions?

Yeah... How the hell do you focus the binoculars when there's no real focus knob?

They're electronic, as mentioned several times, even in the topic. Most new non-electronic binoculars auto-focus anyway.

Also, real night vision is not possible in renegade due to the older directx version.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Spice](#) on Thu, 08 Dec 2005 07:15:29 GMT

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I'm waiting on that certain Phoenix to add some critique. He always has the best.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Sir Phoenixx](#) on Thu, 08 Dec 2005 14:30:24 GMT

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Since it's electronic/digital, you can add an on/off switch, and a zoom in and a zoom out button, and maybe a manual focus button on top in a little panel.

For the body, the larger part, you could give the edges between it's sides and the front and back an extra edge, so it doesn't look as blocky. I did a quick example of what I mean in the image with the red.

A quick way to do this would be to delete the polygons all the way around the sides (crossed with the blue line), then with no other polygons selected, create a polygon out of the vertices that make up the edge of the polygons highlighted in green, making sure the new polygon is facing towards the back. Extrude the entire polygon back slightly, scale it up, then extrude back again to form the body, then back again and scale down slightly to make the new edge, and weld the vertices together to the corresponding ones on the back, and delete the now hidden polygon.

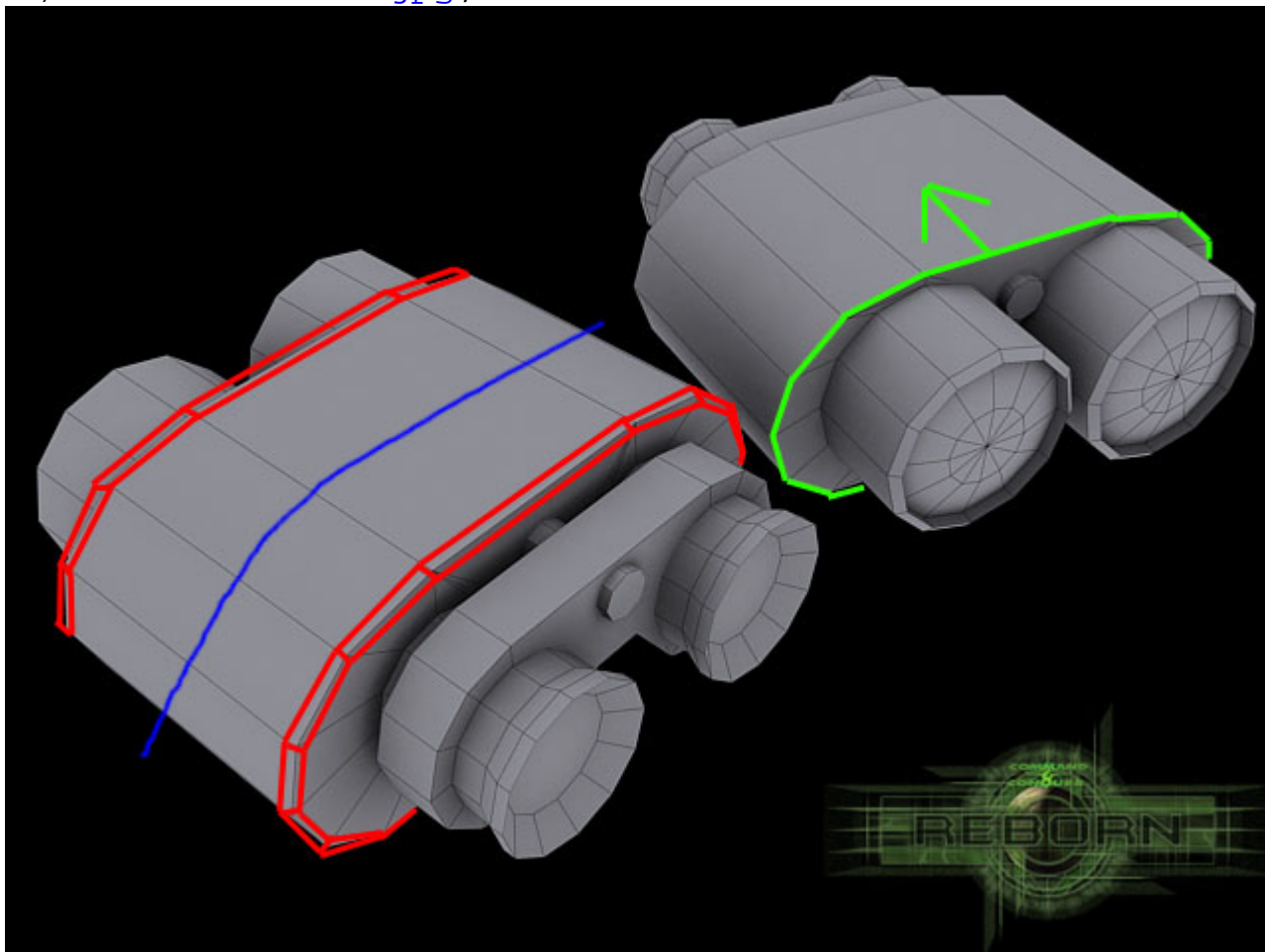
You can also do the same thing to the part behind it that's connecting the eye pieces.

Also, you can take the extra end segment out of the lenses on the front since that won't be seen in game at all, and the roundness of it won't be noticeable in renders/screenshots of it without the

lines, or with a texture on.

File Attachments

1) [Nodbinoculars.jpg](#), downloaded 572 times



Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Spice](#) on Thu, 08 Dec 2005 22:32:22 GMT

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Ok, I used the suggestions. How does it look?

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Coolrock](#) on Thu, 08 Dec 2005 22:53:03 GMT

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Looks good.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Sir Phoenixx](#) on Fri, 09 Dec 2005 00:10:19 GMT

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Nice, looks better now.

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Lijitsu](#) on Sat, 10 Dec 2005 17:42:27 GMT

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I do like those better as Nod's binocs. The way I figure things, is that Nod is more stealth and quick actions, therefor their gear needs to be small and light, so as not hinder them. GDI, however, is a full force army, much the U.S. or Russian armies, great at killing things with overpowered weaponry. GDI's equipment is meant to be more powerful, therefor it's usually bigger.

Great work on the binocs there. I really love the way the new Nod ones look especially. I take the binocs are gonna be standard issue for all soldiers in the field?

Subject: Re: CNC Reborn :: GDI and Nod Electronic Binoculars

Posted by [Renardin6](#) on Sun, 11 Dec 2005 01:58:51 GMT

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Officers only.
