
Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:03:00 GMT

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

These are the only pictures I am going to release right now.
<http://www.n00bstories.com/image.fetch.php?id=1982995141>
<http://www.n00bstories.com/image.fetch.php?id=1030047954>
<http://www.n00bstories.com/image.fetch.php?id=1375399463>
<http://www.n00bstories.com/image.fetch.php?id=1642806487>
<http://www.n00bstories.com/image.fetch.php?id=2093074317>
<http://www.n00bstories.com/image.fetch.php?id=1809532036>

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:05:00 GMT

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

Remember they are the beta pictures.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:08:00 GMT

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

Amazing modeling... I just love the waste of polygons.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:15:00 GMT

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

quote:Originally posted by aircraftkiller2001:Amazing modeling... I just love the waste of polygons.Again with the not reading, how many is that, like two..... [December 04, 2002, 17:16: Message edited by: CyborgDC]

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:17:00 GMT

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

quote:Originally posted by aircraftkiller2001:Amazing modeling... I just love the waste of polygons.Amazing Writing... i just love the waste of reply space.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:18:00 GMT

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

quote: These are the only pictures I am going to release right now. because that is all you have done

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:22:00 GMT

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

quote:Originally posted by OrcaPilot26: quote: These are the only pictures I am going to release right now. because that is all you have done You seen the Chronoshpere, Weather Control, Full Nuke Silo, Nuclear Reactor. The only ones you have not seen is the new model I am working on, for the Soviet. And I got the Naval Yard done and the Ore Purifier (not textured).

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:24:00 GMT

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

looks great!

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:26:00 GMT

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

hey we have a surporter!

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:31:00 GMT

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

Holy crap thats good! (Ack, dont complain about poly's, get a better computer)

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:40:00 GMT

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

and i have made the Grand Cannon, Tesla Coil, sentry gun, and working on some vehicles on allies. so far i got IFV. well only one vehicle done for me because i've was sick for the past few days. i was hardly on my pc.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

/\ || |____|____>|____>|____>|____>incase of confusion, that is a thumbs up

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hehe...btw i forgot about patriot missile

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 17:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Textures need work.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Gernader8:Textures need work.Can you tell me what ones?

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think that the ore refinery textures could possible look better. Avoid using the WW textures they just don't seem right for a RA2 mod. Different color scheme eh?

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:Amazing modeling... I just love the waste of polygons.Again with the not reading, how many is that, like two.....You could have done that with 45\% of the polygons you used and still made it look better than what they look like right now.As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:31:00 GMT

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

Very much lower polygon, for the cheap people.

<http://www.n00bstories.com/image.fetch.php?id=2105005133>

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:31:00 GMT

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

quote:Originally posted by CyborgDC: quote:Originally posted by Gernader8:Textures need work.Can you tell me what ones?All the textures, they do not look even close to what RA2 buildings would look. The colors may be right, but not the texture.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:35:00 GMT

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

quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC: quote:Originally posted by Gernader8:Textures need work.Can you tell me what ones?All the textures, they do not look even close to what RA2 buildings would look. The colors may be right, but not the texture.Heh...they are just the modelers, I'll be taking care of the true texturing

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:37:00 GMT

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

quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC: quote:Originally posted by Gernader8:Textures need work.Can you tell me what ones?All the textures, they do not look even close to what RA2 buildings would look. The colors may be right, but not the texture.umm.. not all... maybe just a little bit but i think its looks pretty good.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:40:00 GMT

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

I know thats the Weapon Factory looks a lot like it, but how much not alike does the Ore Refinery look?

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

good thing allgusto doing my prism tower

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 19:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by CyborgDC:I know thats the Weapon Factory looks a lot like it, but how much not alike does the Ore Refinery look?See the thing is, the models have to scream "Finished!!!!!!!!!!!" and all those models need major retexturing. You cannot do what you want, but what the model wants. (I know i sound extremely werid, but trust me. This is how i got through Art III,IV, and V.)

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 21:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by aircraftkiller2001:As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.Then why are you making such a big deal about his models?

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by jordypbear: quote:Originally posted by aircraftkiller2001:As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.Then why are you making such a big deal about his models?I think he actually thinks they look pretty good and he wants them to try and reduce the polygons so they will run on his system... I have come to learn the Aircraftkiller just wants people to do their absolute best possible so they will not look bad in the future if something comes up such as a lamer with a poor computer...

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

1327 is pretty good for a model of that size, and i imagine that is including the interiors???

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:33:00 GMT

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

quote:Originally posted by ApacheRSG: quote:Originally posted by jordypbear: quote:Originally posted by aircraftkiller2001:As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.Then why are you making such a big deal about his models?I think he actually thinks they look pretty good and he wants them to try and reduce the polygons so they will run on his system... I have come to learn the Aircraftkiller just wants people to do their absolute best possible so they will not look bad in the future if something comes up such as a lamer with a poor computer...Ding ding ding, we have a winner!You want to go through the hell of listening to morons e-mail you and talk about bugs in your work that aren't really bugs at all?Or have them send you hate mail because they don't like what you did?I get this crap all the time, but that's why I attempt to do better all the time, so I don't have to listen to that **** anymore.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Thu, 05 Dec 2002 11:47:00 GMT

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

quote:Originally posted by Dante:1327 is pretty good for a model of that size, and i imagine that is including the interiors???Yes, both exterior and interior.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Thu, 05 Dec 2002 15:50:00 GMT

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

quote:Originally posted by CyborgDC: quote:Originally posted by Dante:1327 is pretty good for a model of that size, and i imagine that is including the interiors???Yes, both exterior and interior.Wow! That is pretty good for both the interior and exterior!

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Thu, 05 Dec 2002 19:36:00 GMT

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

I have just dropped the polygons to under 1000.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Fri, 06 Dec 2002 16:40:00 GMT

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

quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC:

quote:Originally posted by aircraftkiller2001:Amazing modeling... I just love the waste of polygons.Again with the not reading, how many is that, like two.....You could have done that with 45\% of the polygons you used and still made it look better than what they look like right now.As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.Why not give him it advice to how you would do it? And not advice with insult's, because it makes you look like an idiot more then him. Believe me.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Fri, 06 Dec 2002 16:49:00 GMT

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

quote:Originally posted by CyborgDC:I have just dropped the polygons to under 1000.Interesting, Now if you can lower the polycount to less than 1000 on the other structures, this mod may not actually turn out to be the crap it is now, assuming you do finish it which I still think is unlikely.

Subject: Weapon Factory, Service Deoport, Ore Refinery, Oh my.
Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:42:00 GMT

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

quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC:I have just dropped the polygons to under 1000.Interesting, Now if you can lower the polycount to less than 1000 on the other structures, this mod may not actually turn out to be the crap it is now, assuming you do finish it which I still think is unlikely.Dam. You didn't read, I said that model is for the cheap people. [December 06, 2002, 20:44: Message edited by: CyborgDC]
