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Subject: CNC Reborn Update!

Posted by [Spice](#) on Sat, 21 Jan 2006 06:07:57 GMT

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Sloth has finished our most recent building, The nod laser post. These will act the same as concrete barriers only damaging Infantry and vehicles which walk through.

All work seen was done by Sloth.

You can get a video here: [http://cncreborn.iconique.net/Laser\\_Fence.wmv](http://cncreborn.iconique.net/Laser_Fence.wmv)

We also have our Cluster Missile to show. The model we done by Sod.x and textured by Renardin.

Homepage: <http://www.cncreborn.planetcnc.gamespy.com/>

- C&C Reborn Team

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Subject: Re: Nod Laser Fence and Cluster Missile

Posted by [JRPereira](#) on Sat, 21 Jan 2006 06:12:06 GMT

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Damn that is a sweet earth laser fence! (the cluster missile is great too)

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Subject: Re: Nod Laser Fence and Cluster Missile

Posted by [icedog90](#) on Sat, 21 Jan 2006 07:13:16 GMT

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Just a question... how come the lasers are orange instead of red? Otherwise, nice.

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Subject: Re: Nod Laser Post and Cluster Missile

Posted by [Spice](#) on Sat, 21 Jan 2006 09:23:49 GMT

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I told him to make it orange, I thought it looked better. It can easily be changed to red though.

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Subject: Re: CNC Reborn Update!

Posted by [pulverizer](#) on Sat, 21 Jan 2006 09:30:44 GMT

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I think orange looks better than red, good job

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Subject: Re: CNC Reborn Update!  
Posted by [Renardin6](#) on Sat, 21 Jan 2006 12:33:25 GMT  
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Subject: Re: CNC Reborn Update!  
Posted by [Sir Kane](#) on Sat, 21 Jan 2006 13:43:25 GMT  
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That missile would fly about 1 meter.

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Subject: Re: CNC Reborn Update!  
Posted by [rm5248](#) on Sat, 21 Jan 2006 14:02:32 GMT  
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Silent Kane wrote on Sat, 21 January 2006 07:43 That missile would fly about 1 meter.

I've seen more aerodynamic cars.

With the three 'cluster' thingys at the top, that also looks EXTREMELY top-heavy, and would probably be very hard to fly anyway.

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Subject: Re: CNC Reborn Update!  
Posted by [JeepRubi](#) on Sat, 21 Jan 2006 15:16:09 GMT  
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But it looks cool .

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Subject: Re: CNC Reborn Update!  
Posted by [Naamloos](#) on Sat, 21 Jan 2006 15:51:36 GMT  
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Well, the missile could fly in TS, so we will have to do with "they had beter technology for rockets then".

It looks as if infantry will be able to walk trough the laser fence though, the lasers seem to be too high above the ground.

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Subject: Re: CNC Reborn Update!  
Posted by [Napalmic](#) on Sat, 21 Jan 2006 17:42:40 GMT  
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I really like that laserfence, especially the blue transitioning part. The missile does seem a bit weird however, I can't imagine how it would maneuver with those bulky fins.

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Subject: Re: CNC Reborn Update!  
Posted by [YSLMuffins](#) on Sat, 21 Jan 2006 19:06:09 GMT  
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Will the laser fence power down when the power plant dies?

It all looks nifty, although I always imagined the missiles on that rocket to be in the middle of it...

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Subject: Re: CNC Reborn Update!  
Posted by [Renardin6](#) on Sat, 21 Jan 2006 19:28:28 GMT  
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TS design, weird we know.

(Silent Kane, could you plz update your signature a bit. We made peace and I did my apologies even to you.)

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Subject: Re: CNC Reborn Update!  
Posted by [Sir Phoenixx](#) on Sun, 22 Jan 2006 00:19:36 GMT  
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The laser fence is nice. The beams just need to be spread out more so there isn't a large gap at the bottom. (and 1 beam removed, since in that screenshot from TS it only has 3 beams, but that isn't necessary...)

Renardin6 wrote on Sat, 21 January 2006 14:28

TS design, weird we know.

BUT... Other than the fact that both have 3 large objects around the center body, that model really doesn't look anything like that icon. Actually, it doesn't look like any reference from TS.

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Subject: Re: CNC Reborn Update!

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Posted by [rm5248](#) on Sun, 22 Jan 2006 00:41:09 GMT

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I always thought that the missile icon was the missile as it broke apart and spread it's doom over the other army.

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Subject: Re: CNC Reborn Update!

Posted by [Chronojam](#) on Sun, 22 Jan 2006 02:05:09 GMT

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The major problem is the sizing and the fins' sizes in particular. The proportioning of everything isn't what it should be.

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Subject: Re: CNC Reborn Update!

Posted by [m1a1\\_abrams](#) on Sun, 22 Jan 2006 02:27:24 GMT

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Yeah the Laser Fence looks like it has three beams ingame, it has three in that cutscene so you wonder why it's been modelled with four? Apart from that it looks really good.

The missile looks a bit dodgy, I agree. Nothing massively wrong with it and I wouldn't say it "doesn't look anything like" the icon. It's the same overall shape as the icon and the voxel + I guess they were both detailed models that were covered and resized to be very small... so you can't really tell with any certainty exactly what it was supposed to look like. Not without a larger reference picture anyway. The texture just doesn't look very good imho. You could try to match the colours more to the icon with the front of the cluster missiles being sort of white... but I don't know what that is supposed to be anyway, with the icon being so small. I just don't like all those square patterns that look like they are there just to make it look detailed when it isn't.

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Subject: Re: CNC Reborn Update!

Posted by [jonwil](#) on Sun, 22 Jan 2006 03:20:13 GMT

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Making the laser fence go down when the power does is easy enough if the model is rigged correctly (basically, you make the laser part and the towers different objects and then when the power goes down, destroy the laser part with a script)

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Subject: Re: CNC Reborn Update!

Posted by [Toolstyle](#) on Sun, 22 Jan 2006 21:45:50 GMT

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TBH You'll see the missile for 3 seconds as it comes out of the Silo and 3 seconds as it comes down and falls apart it doesn't need loads of details or to look anything amazingly special

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Subject: Re: CNC Reborn Update!

Posted by [Ghost Assassin](#) on Tue, 24 Jan 2006 13:06:42 GMT

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I agree with tool. You are not really gonna get a chance to see it. And if you all think you are so good at modeling (the critics) let's see your version of the cluster missile.

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Subject: Re: CNC Reborn Update!

Posted by [Sir Phoenixx](#) on Tue, 24 Jan 2006 14:19:43 GMT

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Quote:And if you all think you are so good at modeling (the critics) let's see your version of the cluster missile.

Lol, you're kidding, right?

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Subject: Re: CNC Reborn Update!

Posted by [Kamuix](#) on Tue, 24 Jan 2006 14:43:28 GMT

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Quote:The nod laser post  
I love it more than words can say. Cool Missile!

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