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Subject: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Mon, 12 Jun 2006 03:17:13 GMT

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In ACKS the woods today map he has some wonderful trees. I was wondering if anyone had trees like that and would be willing to let me use them.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Mon, 12 Jun 2006 05:46:35 GMT

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I doubt it, since those trees took quite a while to make.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Tue, 13 Jun 2006 00:13:00 GMT

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Do you actually have them in a file or something? I'll give you \$5 in paypal for them.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [terminator 101](#) on Tue, 13 Jun 2006 04:38:44 GMT

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Strange, some people say they are ugly, some say they are wonderful. First ones are probably ignorants and the second ones are modders.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Tue, 13 Jun 2006 07:53:45 GMT

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lol, \$5 for something that took a week to make? That's like offering me \$100 for a \$35,000 car.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [reborn](#) on Tue, 13 Jun 2006 10:00:58 GMT

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By your car comparison you are suggesting that he offers you \$175 for a model of a tree.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Tue, 13 Jun 2006 10:38:36 GMT

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I offered you \$5 based of the fact that it is a model for a tree for a renegade map. Anyone who would pay more than that is a nut.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Naamloos](#) on Tue, 13 Jun 2006 12:57:14 GMT

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I wouldn't buy anything like that for any price...

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Shadow2256](#) on Tue, 13 Jun 2006 13:31:15 GMT

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I agree with GrayWolf. It may have taken a week to make, but it is for Renegade, which in and of itself is cheaper than \$5. I don't know, maybe he'll decide to release it someday.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [OWA](#) on Tue, 13 Jun 2006 16:05:56 GMT

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I doubt it....

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [reborn](#) on Tue, 13 Jun 2006 16:14:28 GMT

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Actually AircraftKiller has released a substantial amount of work, some of which from westwood staff themselves which if it wasn't for AircraftKiller would never of seen the light of day.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [OWA](#) on Tue, 13 Jun 2006 18:30:35 GMT

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Is that maps or asset files? Because I know ACK has released a helluva lot of maps.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Tue, 13 Jun 2006 19:41:17 GMT

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Oh yeah, because a file in the native Max format is only useful for Renegade... and we all know that Renegade is the only engine that uses TGA texture maps, right?

Why do some of you have to make it blindingly obvious that you have no idea of what you're talking about? I mean, why even respond?

I'm not asking for \$175. I'm asking for about \$25 to \$50, which is reasonable since there's about seven different types of trees which can easily be laid down as massive forests with little work involved.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Ma1kel](#) on Tue, 13 Jun 2006 20:04:02 GMT

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You are serious about this, are you?

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [JeepRubi](#) on Tue, 13 Jun 2006 20:06:42 GMT

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It took you a week to make a tree?

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [OWA](#) on Tue, 13 Jun 2006 20:20:20 GMT

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Is that \$25 per tree or \$25 dollars for the set of trees?

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Tue, 13 Jun 2006 20:48:48 GMT

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Ma1kel wrote on Tue, 13 June 2006 16:04 You are serious about this, are you?

Nah, I'm not... We should give everything away for free! Who cares if it has value? If they can't afford it, make it free!

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [m1a1\\_abrams](#) on Tue, 13 Jun 2006 21:54:33 GMT

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Sure, why not. Let's abolish money and work to "better ourselves", as Captain Picard would say. You're a Star Trek fan aren't you?

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Zion](#) on Tue, 13 Jun 2006 22:02:01 GMT

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he has a point, think of it if you were in his shoes, would you let someone who clearly hasn't a clue in making objects give him/her your models that you spent your time on for nothing, not even a little credit? Thought not.

But still, is it a pack of trees or just one tree? Because one tree for £15/\$25 (approx) is way too much, then again, the owner of the models can/may distribute his models has his own will for any price, weather we accept or decline this offer is our choice and we have no effect in what the owner does with them.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Tue, 13 Jun 2006 22:07:13 GMT

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Aircraftkiller wrote on Tue, 13 June 2006 14:41 Oh yeah, because a file in the native Max format is only useful for Renegade... and we all know that Renegade is the only engine that uses TGA texture maps, right?

I never knew it was in native Max format. I also never said stuff in Max format is only useful for Renegade, but thank you for putting words in my mouth. Let's not go and make a big deal out of this I can just make my own or find some other trees.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Tue, 13 Jun 2006 22:14:12 GMT

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You must think I'm a low watt bulb if I'm going to actually consider selling a single 85 polygon tree for \$25. The entire set would be sold for \$25 to \$50, I figured that was obvious enough...

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Jecht](#) on Wed, 14 Jun 2006 00:41:54 GMT

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Take what you can get. Better than \$0. At least now it's some use to you.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Wed, 14 Jun 2006 01:38:42 GMT

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What I'm saying is that \$25 for a single game quality tree is overkill. They'd be worth \$3 to \$5 individually.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Wed, 14 Jun 2006 01:46:33 GMT

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Aircraftkiller wrote on Tue, 13 June 2006 21:38: What I'm saying is that \$25 for a single game quality tree is overkill. They'd be worth \$3 to \$5 individually.

Oh really? Hey in that case I'll buy a individual tree off you for \$5. lol

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [SuperFlyingEngi](#) on Wed, 14 Jun 2006 02:55:37 GMT

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Those trees took you a week to make?

...

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Wed, 14 Jun 2006 03:20:31 GMT

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Jeep Rubi wrote on Tue, 13 June 2006 15:06: It took you a week to make a tree?

SuperFlyingEngi wrote on Tue, 13 June 2006 21:55: Those trees took you a week to make?

...

They took how long? A week? lol

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Aircraftkiller](#) on Wed, 14 Jun 2006 04:17:03 GMT

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Yes, they took a week to make. I didn't work on them for more than a few minutes each day so that's why it took so long. Actual working time would be about two to five hours.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Wed, 14 Jun 2006 04:29:07 GMT

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I believe you. Ever have this happen... Ok you working on something for a long time and you save your work frequently and then you really get on a roll and everything starts really going together so you go for a long time with out stopping or saving then all the sudden for no reason your pc shuts down or the program has an error or something happens so you have to go all the way back to the last time you saved it, but that was so long ago your just like "oh fuck it."

Yeah that sucks.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Kamuix](#) on Wed, 14 Jun 2006 04:36:51 GMT

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Lol this happens to me all the time with LE, I get so into what i'm doing than forget to save.....Than IT crashes and start yelling .

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Wed, 14 Jun 2006 04:51:41 GMT

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I've had so many things going that I consider to be damn near master pieces then all sudden "gmax has encountered an unexpected error"... and Im like no shit this is unexpected. Then it's like would you like to try and recover the file ....so I click yes and it say "recovery failed have a nice day."

that makes me so mad

So getting back on topic ACK you wanna sell me your tree for \$5?

Offer still sits. Hey man easy \$5 bucks.

Just think... Im going to put this in one of my maps.... Who plays my maps? Not like its going to be put in a big production and your some how going to miss out on all the fame and glory you deserve for your tree.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Shadow2256](#) on Wed, 14 Jun 2006 14:00:09 GMT

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Now, I say that is reasonable ACK. I didn't realise there were 6-7 trees. So yea I would say that would be fair.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [OWA](#) on Wed, 14 Jun 2006 15:08:24 GMT

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I agree.

@Ack

Have you tried [www.turbosquid.com](http://www.turbosquid.com)? Its basically the 3d model and texture marketplace. You could host your trees on there and sell them.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Wed, 14 Jun 2006 18:07:52 GMT

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I have a question... If I sell something there can I only sell it once? Like am I selling the rights to it? Or is it like I sell it and sell it again later to some other guy.

---

Subject: Re: I would like some trees like the one's in the woods today.

Posted by [OWA](#) on Wed, 14 Jun 2006 18:18:48 GMT

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Everyone has to pay for your model no matter how many times it is downloaded. You will get paid each time someone buys it.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Shadow2256](#) on Thu, 15 Jun 2006 12:35:44 GMT

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Of course if that happens, there's always that one person that puts it up for free somewhere.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [PermaGrin](#) on Thu, 15 Jun 2006 15:38:15 GMT

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There are tons of sites out there where you can get trees for free and even more where you can buy models.

There are also many sites with tutorials on how to make trees.

In the end, if you already have the map...then you already have the trees.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [SuperFlyingEngi](#) on Thu, 15 Jun 2006 16:55:56 GMT

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Here's a free one...

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/297690>

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Thu, 15 Jun 2006 23:07:46 GMT

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that trees pretty good too. thanks

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Fri, 16 Jun 2006 00:10:41 GMT

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I've never made anything like this before..... so how do i use the white texture to cut out what im not using.... you know what i mean?

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [JeepRubi](#) on Fri, 16 Jun 2006 01:33:47 GMT

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No

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Fri, 16 Jun 2006 02:51:24 GMT

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Ok I have the regular texture and the same texture but only its black and white. I think I use the black and white texture to cut out the edges on the regular texture but I don't know how.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [JeepRubi](#) on Fri, 16 Jun 2006 12:30:29 GMT

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Oh, I get it, what i do is use your original texture and in photo shop, photo paint, or paint shop pro (whatever your using) select all the pixels you want to be visible. Then, in the renegade material editor change it to alpha test.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [Fabian](#) on Fri, 16 Jun 2006 13:04:24 GMT

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Just make the trees yourself. You can probably find a more detailed and free tree to get ideas from off of turbosquid or something. Save your \$5 and make it a learning experience.

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [GrayWolf](#) on Sun, 18 Jun 2006 01:03:21 GMT

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Jeep Rubi wrote on Fri, 16 June 2006 07:30Oh, I get it, what i do is use your original texture and in photo shop, photo paint, or paint shop pro (whatever your using) select all the pixels you want to be visible. Then, in the renegade material editor change it to alpha test.

Ok so how do i apply the texture though? I take the regualr texture and apply it to the first pass and the black and white texture and apply it to the second pass or what?

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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [JeepRubi](#) on Sun, 18 Jun 2006 12:14:55 GMT

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From what i know you only need one texture. After you have everything selected in your grahpic editing program save it as a .tga, in RenX set that as your pass 1 texture. Go into shader and change the blend mode from opaque to alpha test then apply. Export your tree to the w3d veiwer to see if it worked.

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