
Subject: C&C Reborn - weapon updates

Posted by [Fabian](#) on Sat, 24 Jun 2006 03:43:16 GMT

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

Hey, this is "Seal." I changed my screenname, obviously. For those who don't know, I'm now a texture artist for Reborn.

Both models are by Permagrin. Textures are by me.

GDI Sniper Rifle

Nod Flamethrower

File Attachments

1) [post-1735-1150415670.jpg](#), downloaded 768 times



2) [post-1735-1151119575.jpg](#), downloaded 835 times



Subject: Re: C&C Reborn - weapon updates

Posted by [nopol10](#) on Sat, 24 Jun 2006 09:20:12 GMT

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

I love the Sniper Rifle! Good Job.

Hope Reborn gets released soon!

Subject: Re: C&C Reborn - weapon updates

Posted by [LR01](#) on Sat, 24 Jun 2006 11:56:38 GMT

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

I hope it to

Subject: Re: C&C Reborn - weapon updates

Posted by [JeepRubi](#) on Sat, 24 Jun 2006 12:35:33 GMT

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

It looks like the sniper rifle is rendered in grayscale. My opinion is to add some color.

Subject: Re: C&C Reborn - weapon updates

Posted by [Fabian](#) on Sat, 24 Jun 2006 12:58:40 GMT

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

I really should have done a w3d render for the sniper rifle (the flamethrower IS a w3d render). I didn't have a .w3d file of the rifle on me and got a little lazy.

Anyway, I'd say for an almost completely metal object, there is a bit of natural discoloration. For example, here's a closer look at the barrel side by side with its grayscale counterpart. Other than that I don't really see where adding colored things fits.

EDIT: I tried adding greenish paint to it like portions of the renegade pistol or rocket launcher. It didn't look that great...

File Attachments

1) [barrel.jpg](#), downloaded 606 times



Subject: Re: C&C Reborn - weapon updates
Posted by [OWA](#) on Sat, 24 Jun 2006 14:02:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work. Hope to see it in action soon.

Subject: Re: C&C Reborn - weapon updates
Posted by [JeepRubi](#) on Sat, 24 Jun 2006 21:19:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

I might just be me but those two barrel thingys look exactly the same to me. Anyway, the ingame lighting might make it look less grayscale.

Besides that, both weapons look awesome.

Subject: Re: C&C Reborn - weapon updates

Posted by [Mad Ivan](#) on Sat, 24 Jun 2006 21:21:24 GMT

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

it could be your screen, the one on the left has a slight green/yellow tint.

Subject: Re: C&C Reborn - weapon updates

Posted by [JeepRubi](#) on Sat, 24 Jun 2006 21:24:12 GMT

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

Yea, i think its just my screen because i cant see any difference.
