
Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:24:00 GMT

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I am trying to make a map called C&C_INF_ScrinIts my own "Infiltration Mode" map.(that one you infiltrate a nod base and the one where you infiltrate a gdi base is called C&C_INF_ClubSix - You have to leave your chopper or whatever, infiltrate the base, retrieve a object and make it back to the chopper)I have talked about this mode before, and with the help of the CTF scripts, properly modified of course, This mode is possible. Now, I have a model of a actual Scrin alien, And I need someone to skin it. As I can texture but have no clue on how to skin new models.here is the model:<http://www.n00bstories.com/image.fetch.php?id=1282871763><http://www.n00bstories.com/image.fetch.php?id=1762970392><http://www.n00bstories.com/image.fetch.php?id=2063902502>If you can skin at all or have a skinning tutorial that shows how to skin a new model, please e-mail me at Deafwasp@yahoo.com [January 17, 2003, 13:28: Message edited by: DeafWasp]

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:30:00 GMT

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That looks like the alien off of independence day.

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:36:00 GMT

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Looks cool

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:39:00 GMT

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i take it you are placing it in gmax so that it will show up like a backpack????looks kewl though, in my RenHelp there is some advanced texturing techniques that may help

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:57:00 GMT

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oh just so you know, 2 things....1) It is based on the Independence day aliens, but I hope to skin it more of a dark purple. 2) On the third shot, you can see it has a fin on its back, which will not be as big as it looks.

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:59:00 GMT

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like a backpack ???

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:02:00 GMT

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Chiliskinner

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:05:00 GMT

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wow, that looks helpful!

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:13:00 GMT

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It is still too complicated for me...I can do a lot of things 'cept skin and make new buildings/units/script.....I may learn more though.

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:23:00 GMT

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Hi Can anyone help I am trying to find out how to rotate a group of objects around a certain point but I don't know howHELP!!!!!!!!!!

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:27:00 GMT

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In RenX or Commando?

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:28:00 GMT

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RenX

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:29:00 GMT

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Right click the selected objects and then click rotate on the little toolbar that pops up from the mouse. DUH!

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:30:00 GMT

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Group them together, rotate, then ungroup

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:31:00 GMT

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Group them.goto:hirachy-> Afekt pivot anyand now you can move the Pivot(rotating center) point.If you are ready just klcik Affekt pivot only again, and that's it!

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:31:00 GMT

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Thx and yes I am a noob but this is the only way to learn

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:32:00 GMT

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Hey, you can MOVE the pivot point! Oh wow! this is cool!

Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:34:00 GMT

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Yeah that's what I wanted to do move the pivot not just rotate God I am a noob but I'm not that slow

Subject: Scrin
Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:36:00 GMT
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Thx Laubi

Subject: Scrin
Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:38:00 GMT
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Follow the tutorial on their site - it's pretty comprehensive, and works a treat. I use it for skinning all my models.

Subject: Scrin
Posted by [Anonymous](#) on Fri, 17 Jan 2003 15:30:00 GMT
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yeesh, you don't need to group them...

Subject: Scrin
Posted by [Anonymous](#) on Fri, 17 Jan 2003 15:47:00 GMT
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hmm... The alien looks nice and I think Dante meant that when u got the alien it would be like a backpack on u oh and another thing that would be tight ... The actual Scrin ship or Wreckage !

Subject: Scrin
Posted by [Anonymous](#) on Sat, 18 Jan 2003 07:25:00 GMT
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um, a scrin scout ship will be in the map....its sort of like the level in renegade with the alien ship plus a bit of area 51.and i dont think thats what dante meant.

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 07:26:00 GMT

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I made that alien with the lowest possible polys, plus it looks a bit different from those pictures now, I keep modifying its shape to look better.

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 08:11:00 GMT

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I dont have 3DStudio Max PLEASE HELP!

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 09:47:00 GMT

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You can land an airplane on his flat head.

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 10:34:00 GMT

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i hope you mean tha scrin

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 10:59:00 GMT

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Area 51!, I've been making a DM map with the idea of Area 51, here some screens of it.
<http://www.n00bstories.com/image.fetch.php?id=1535058885>
<http://www.n00bstories.com/image.fetch.php?id=1015549435>

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 11:26:00 GMT

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Kind of neat, want my skrin alien model? it isnt skinned yet...

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 11:29:00 GMT

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. [January 18, 2003, 17:30: Message edited by: SkeDaR]

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:40:00 GMT

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heh if you want some music to go with it like its coming from a radio download Tool - Faaip De Oiad its the supposed call from an Ex area 51 security guard along with radio static etc pretty creepy

Subject: Scrin

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:43:00 GMT

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I dont know what you just said but I will take it.Deafwasp@yahoo.com

Subject: Scrin

Posted by [Anonymous](#) on Sun, 19 Jan 2003 00:31:00 GMT

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Maybe make a DM map of the scrin wreackage in TS

Subject: Scrin

Posted by [Anonymous](#) on Sun, 19 Jan 2003 00:46:00 GMT

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for tha last time I am!(I need an e-mail addy to send it to you guy) [January 18, 2003, 12:47: Message edited by: DeafWasp]
