

---

Subject: GDI Predator  
Posted by [DL60](#) on Sat, 30 Jun 2007 08:04:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Some weeks ago I modeled a GDI Predator tank from TW because I really wanted to drive one in Renegade (and I still want to^^)

I finished the model and started unwrapping a bit but I don't have time now to finish unwrapping, texturing or rigging.

If somebody wants to finish the texture and rigging it for ren I would send a PM with a link to the model.

Here is a picture:

---

---

Subject: Re: GDI Predator  
Posted by [\\_SSnipe\\_](#) on Sat, 30 Jun 2007 08:53:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

looks f\*\*\*\*\* sweet man

---

---

Subject: Re: GDI Predator  
Posted by [nopol10](#) on Sat, 30 Jun 2007 09:04:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think the C&C 3 Mod Team would want this but they're inactive.

---

---

Subject: Re: GDI Predator  
Posted by [Veyrdite](#) on Sat, 30 Jun 2007 11:16:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Makes me draw!.....  
Now that is brilliant!

---

---

Subject: Re: GDI Predator  
Posted by [Zion](#) on Sat, 30 Jun 2007 13:11:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, we probably would want stuff like this but we're inactive until AR has at least one release out.

---

---

Subject: Re: GDI Predator  
Posted by [sadukar09](#) on Sat, 30 Jun 2007 15:10:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its too sexy! make the avatar now!

---

Subject: Re: GDI Predator  
Posted by [DL60](#) on Sat, 30 Jun 2007 16:44:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thx @ all

@sadukar: Don't you read my post? I don't have time for this.

---

Subject: Re: GDI Predator  
Posted by [sadukar09](#) on Sat, 30 Jun 2007 17:16:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

only if someone else can inherit your skills

---

Subject: Re: GDI Predator  
Posted by [AoBfrost](#) on Sat, 30 Jun 2007 17:21:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quick someone, model more vehicles from tiberium Wars, and make a map replacing all current vehicles.....that would be awesome...and make tib fields full like they are in tw

---

Subject: Re: GDI Predator  
Posted by [Slave](#) on Sat, 30 Jun 2007 19:33:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AoBfrost wrote on Sat, 30 June 2007 12:21Quick someone,

Lol, you make it sound like it can be done in a matter of minutes.

---

Subject: Re: GDI Predator  
Posted by [DL60](#) on Sat, 30 Jun 2007 20:01:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Omg that would be a half full con. mod... You can't do that quickly in some minutes, hours, days

---

or weeks.

---

---

Subject: Re: GDI Predator  
Posted by [Jonty](#) on Sat, 30 Jun 2007 21:43:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If someone textured that just like the Preadator from TW, and put it ingame, I would marry them.

---

---

Subject: Re: GDI Predator  
Posted by [AoBfrost](#) on Sat, 30 Jun 2007 22:45:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yea true...I know, but just think.....a map with all cnc3 vehicles, the buildings could be the same, but the vehicles different....lol once reborn is out, watch someone start CNC3 Renegade.

---

---

Subject: Re: GDI Predator  
Posted by [Zion](#) on Sat, 30 Jun 2007 23:16:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://mods.moddb.com/6553/tiberium-wars/>

---

---

Subject: Re: GDI Predator  
Posted by [DL60](#) on Tue, 03 Jul 2007 16:10:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you want the model later ask me but via PM. MSN or here in this thread.

---

---

Subject: Re: GDI Predator  
Posted by [sadukar09](#) on Tue, 03 Jul 2007 18:37:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if the mod ever comes out and it uses your model of predator...i will hug you!

---

---

Subject: Re: GDI Predator  
Posted by [AoBfrost](#) on Wed, 04 Jul 2007 04:23:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How many poly is it? if it's too many it may not work on some older PC's I dunno, Maybe steal the models and convert them from cnc3 and just reskin or something...I'm not too smart on 3d

---

modeling lol.

---

---

Subject: Re: GDI Predator

Posted by [DL60](#) on Wed, 04 Jul 2007 17:49:18 GMT

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

---

I made the model for Ren but it has more details as the other westwood models. The good old GDI Medium Tank has so around 800 triangels and my Predator has near 3000 tri's (1433 Polys) but I spend a lot of tri's for the treadz. There you could reduce the detail and save a lot of polys/tri's.

[QUOTE]Maybe steal the models and convert them from cnc3 and just reskin or something[QUOTE]

Not possible until EA released the SDK for TW. Ripping the models via 3D Ripper is simply sh\*\* because the model is always a bit screwed up. Only as a remodeling help.

---

---

Subject: Re: GDI Predator

Posted by [cAmpa](#) on Wed, 04 Jul 2007 22:40:03 GMT

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

---

Hehe nice work DL.

You should import this tank in your new map, if you have got time to create a new?

---

---

Subject: Re: GDI Predator

Posted by [DL60](#) on Thu, 05 Jul 2007 18:21:30 GMT

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

---

As I said I don't even have time to finish the tank.

I use the the small amount of my free time I have for my Reborn map and the Renegade 2007 Buildings.

---