
Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Sun, 23 Feb 2003 21:45:00 GMT
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I was not satisfied with ack's model of the tiberium sponge, so I made my own. The texture of the crystals might look wierd because no one gave me the right texture. I had to use xcc to extract the sponge skin then edit it with paint. I made it from memory of the tiberium in the intro of TD. PNG is the only format that has bmp quality but smaller. They're about 300 KB.What the model looks like:<http://home.1asphost.com/dead4ayear2/s1.PNG>What I think it should look like when used in a map:<http://home.1asphost.com/dead4ayear2/s2.PNG>

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Sun, 23 Feb 2003 22:04:00 GMT
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You really screwed up that skin I used on the Tiberium sponges. They look horrible.

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Sun, 23 Feb 2003 22:12:00 GMT
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Were the sponges that big in TD?

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Sun, 23 Feb 2003 22:42:00 GMT
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I'll make a box the size of the player to show how small they are tomorrow. But they are that big in TD. I tried to upload the gmax file but it wouldn't upload. I'll do it tomorrow. It's 12:00 right now. [February 23, 2003, 22:52: Message edited by: dead4ayear2]

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Sun, 23 Feb 2003 22:44:00 GMT
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quote:Originally posted by aircraftkiller2001:You really screwed up that skin I used on the Tiberium sponges. They look horrible.Skin you used? I used the oldwood texture for the sponge and made my own crystal texture from the one in always.dat.

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Sun, 23 Feb 2003 22:58:00 GMT

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ACK's is better....but his could be a little thicker....Or is it perfect? I forgot what it looks like.

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Mon, 24 Feb 2003 01:06:00 GMT

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quote:Originally posted by dead4ayear2:I'll make a box the size of the player to show how small they are tomorrow. But they are that big in TD. I tried to upload the gmax file but it wouldn't upload. I'll do it tomorrow. It's 12:00 right now.How are you going to upload a modified version of my work? Didn't you read the readme?

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Mon, 24 Feb 2003 01:07:00 GMT

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"I was not satisfied with ack's model of the tiberium sponge, so I made my own"He's not used anything of yours.

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Mon, 24 Feb 2003 05:13:00 GMT

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quote:Originally posted by aircraftkiller2001:How are you going to upload a modified version of my work? Didn't you read the readme?lol, your? You mean Westwood ones, you only importet them and put the ww skinn on them, very funny

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:27:00 GMT

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quote:Originally posted by Sparxxx: quote:Originally posted by aircraftkiller2001:How are you going to upload a modified version of my work? Didn't you read the readme?lol, your? You mean Westwood ones, you only importet them and put the ww skinn on them, very funnyHa ROFL nice one

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Mon, 24 Feb 2003 14:30:00 GMT

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Any chance of a screen of the ones made by Aircraftkiller and the one you modelled it from to compare?

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Mon, 24 Feb 2003 15:01:00 GMT
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Dam texture wont load. What did I do wrong!? I have a head ache and I can't upload any more pics right now. I need to play some renegade.

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:17:00 GMT
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no, he modeled them numb nuts.

Subject: My textured model of the tiberium sponge
Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:37:00 GMT
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quote:Originally posted by PiMuRho:"I was not satisfied with ack's model of the tiberium sponge, so I made my own" He's not used anything of yours. That's right I made them completely by myself. I can even tell you me secret formula. <_<>_> I made a tetra geosphere with 4 segs and moved around the vertices around a little to look like the TD ones, then gave it a 0201Oldwood.tga texture and gave it a uvw mapping and didn't change the U, V, or W tile; I left them as 1. Then I made a box with two hight segs and moved the middle edge up a little then moved the top four vertices close together. Then ectracted the sponge skin from always.dat and imported it into the paint shop pro demo and exported as bmp. Then I opened it up in paint and croped it so there was nothing but the yellow crystal color at the top. Then I gave the crystal that texture and didn't change the U, V, or W tile. Then I rotated it around a bit and cloned it. Then I just moved them around. ^copyrighted ^P.S. I didn't download even download yours. The only thing mine has with yours is that I looked at yours in renegade to try to find what texture the crystals had because I couldn't find it in the textures package. WW didn't even put that texture in there . they should have. Edit: I'm still readying the sponge for download. Attaching the objects together, renaming, and creating four differen't ones so they look more random. Oh yeah, and they aren't collidable so they wont get in infatry or vehicles way, but projectiles can't go through them. You can change any of these collision settings if you want. [February 24, 2003, 12:51: Message edited by: dead4ayear2]

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Tue, 25 Feb 2003 16:10:00 GMT

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it looks pretty big... sorta like potting plant then again... i cant even get my g-max started so i couldent make it lol

Subject: My textured model of the tiberium sponge

Posted by [Anonymous](#) on Tue, 25 Feb 2003 16:45:00 GMT

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quote:Originally posted by DeafWasp:no, he modeled them numb nuts.
