Subject: Tiberium
Posted by Trio on Tue, 25 Dec 2007 05:31:31 GMT
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I'm not sure if this has been brought up before, but I think this would be pretty cool. If the tiberium in Renegade could be modeled and skinned to look like the tiberium in CnC3. Here is a picture.

Toggle Spoiler

Anybody think that they could make this happen? Because I'm a pretty shit modeler.

Subject: Re: Tiberium
Posted by Dealman on Tue, 25 Dec 2007 10:10:44 GMT
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Nothin is impossible.

Subject: Re: Tiberium
Posted by cpjok on Wed, 26 Dec 2007 01:42:43 GMT
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It's Possible but Dont Know How to Model Yet soon hopefully can be a good modeler

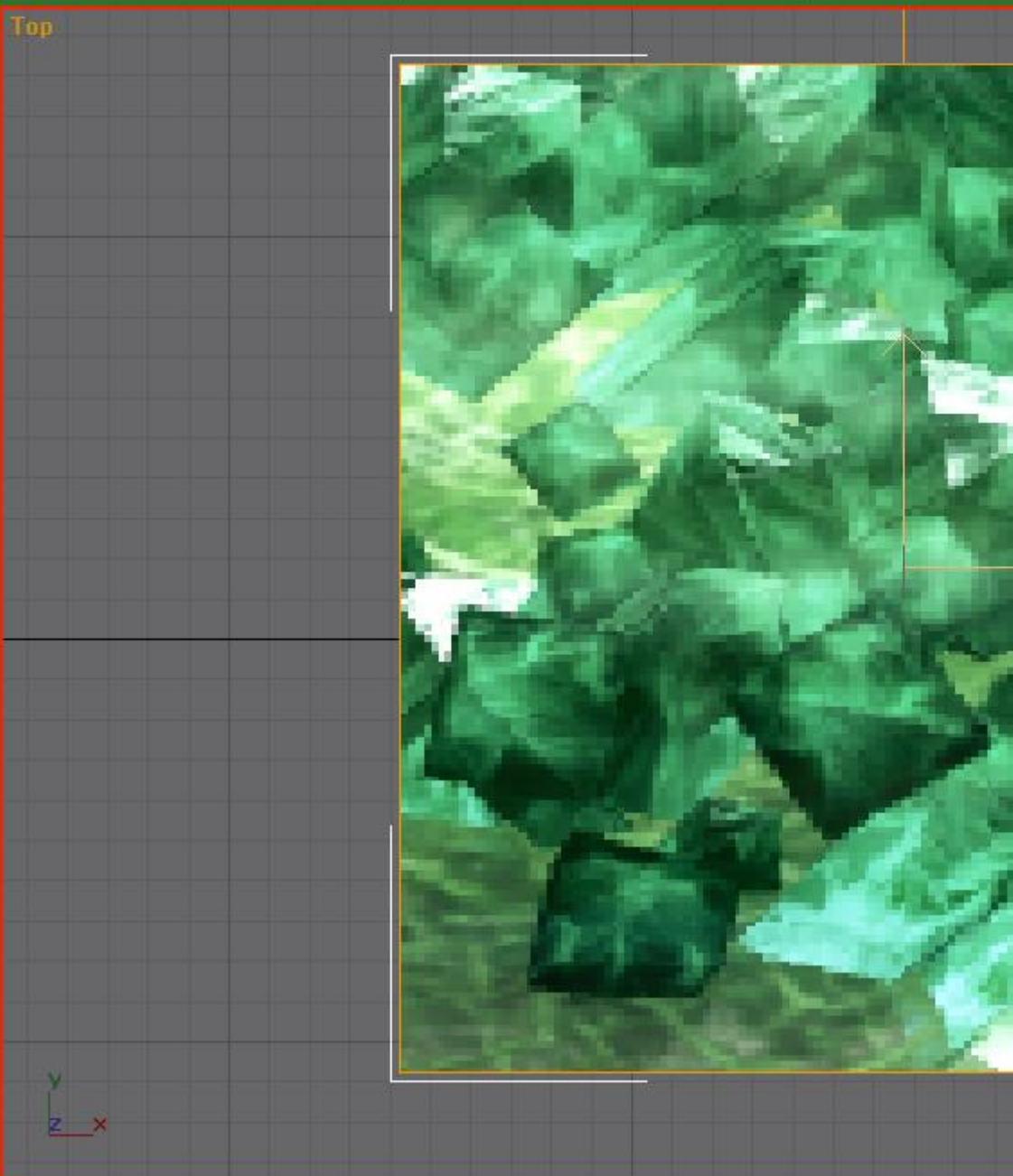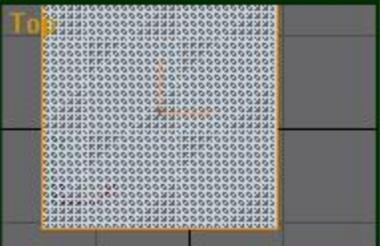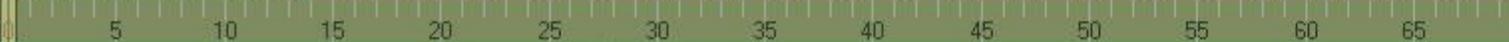somet like this. this is a flat version of it

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File Attachments
1) Flat.JPG, downloaded 783 times
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File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help

All

View

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Objects   Shapes   Compounds   Lights & Cameras   Helpers   Modifiers   Modeling

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5   10   15   20   25   30   35   40   45   50   55   60   65

1 Object Selected   X 41,285   Y

Subject: Re: Tiberium
Posted by JeepRubi on Wed, 26 Dec 2007 21:18:13 GMT
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You would need to either have it as a flat texture replacement or only custom maps could have it.

Subject: Re: Tiberium
Posted by Trio on Wed, 26 Dec 2007 23:54:49 GMT
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Jeep Rubi wrote on Wed, 26 December 2007 15:18You would need to either have it as a flat texture replacement or only custom maps could have it.
What about remodeling the tib spikes into a group of tib spikes from cnc3? and then skinning the flat part that isn't covered by tib spikes could just be something relevant.

Subject: Re: Tiberium
Posted by cnc95fan on Wed, 26 Dec 2007 23:59:39 GMT
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It would be hard to get it properly like the cnc3 tiberium, that is, if you want it to disappear with the harvester, you would need a scipt for that, otherwise.. do it like you normaly would make a Tiberium field... exept just put tiberium crystals there.

Subject: Re: Tiberium
Posted by GEORGE ZIMMER on Thu, 27 Dec 2007 02:43:28 GMT
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You could probably replace the models of some of the tiberium crystals in Renegade. Most of them have collision disabled, so it wouldn't make a big difference.

Subject: Re: Tiberium
Posted by Trio on Thu, 27 Dec 2007 04:03:24 GMT
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cnc95fan wrote on Wed, 26 December 2007 17:59It would be hard to get it properly like the cnc3 tiberium, that is, if you want it to disappear with the harvester, you would need a scipt for that, otherwise.. do it like you normaly would make a Tiberium field... exept just put tiberium crystals there.
The disappearing would be unnecessary, I just wan't the model. How it gets done isn't a problem, as long as it works.

Subject: Re: Tiberium
Posted by Renx on Thu, 27 Dec 2007 05:50:31 GMT
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Cabal8616 wrote on Wed, 26 December 2007 22:43You could probably replace the models of some of the tiberium crystals in Renegade. Most of them have collision disabled, so it wouldn't make a big difference.

It's all just textures in the original maps. Only custom maps use models, usually the ones Aircraftkiller made.

Subject: Re: Tiberium
Posted by Trio on Thu, 27 Dec 2007 06:23:32 GMT
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Renx wrote on Wed, 26 December 2007 23:50Cabal8616 wrote on Wed, 26 December 2007 22:43You could probably replace the models of some of the tiberium crystals in Renegade. Most of them have collision disabled, so it wouldn't make a big difference.

It's all just textures in the original maps. Only custom maps use models, usually the ones Aircraftkiller made.

why cant this model be used like any other model you can extract into your data folder?

Subject: Re: Tiberium
Posted by renalpha on Thu, 27 Dec 2007 10:57:04 GMT
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i though almost every map have these models,

canyon,
field,
glacier <- ack sry ye i know

these are them as far i can tell but ye,
there are hardly maps with these tiberium crystals.