
Subject: Nod Power Plant

Posted by [Di3HardNL](#) on Tue, 09 Dec 2008 11:12:27 GMT

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

Im planning on changing the building exteriors.

This is my power plant, it also has windows before the nod logo's but they are not shown.

What do you think? or what do i need to change or add

File Attachments

1) [nod powerplant!.PNG](#), downloaded 566 times



2) [nod powerplant2!.PNG](#), downloaded 511 times



Subject: Re: Nod Power Plant
Posted by [renalpha](#) on Tue, 09 Dec 2008 13:18:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks pretty good well atleast different.
However why dont you just change the lightning like scrin does.
I would love to see those graphics in my renegade.

Subject: Re: Nod Power Plant
Posted by [Altzan](#) on Tue, 09 Dec 2008 13:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

renalpha wrote on Tue, 09 December 2008 07:18Looks pretty good well atleast different.
However why dont you just change the lightning like scrin does.
I would love to see those graphics in my renegade.

Seconded.

Subject: Re: Nod Power Plant

Posted by [mr£Ä\\$Ä-z](#) on Tue, 09 Dec 2008 13:59:53 GMT

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

renalpha wrote on Tue, 09 December 2008 07:18 Looks pretty good well atleast different.

However why dont you just change the lightning like scrin does.

I would love to see those graphics in my renegade.

Easy with SDB Edit, but sometimes it doesnt work well so i dont use it

Subject: Re: Nod Power Plant

Posted by [anant](#) on Tue, 09 Dec 2008 22:55:39 GMT

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

Looks good. Might want to add something like sterosqurriel did on jelly. Remember?

Subject: Re: Nod Power Plant

Posted by [mr£Ä\\$Ä-z](#) on Tue, 09 Dec 2008 22:56:14 GMT

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

anant wrote on Tue, 09 December 2008 16:55 Looks good. Might want to add something like sterosqurriel did on jelly. Remember?

Pics?

Subject: Re: Nod Power Plant

Posted by [anant](#) on Tue, 09 Dec 2008 23:00:50 GMT

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

I wish i could, however something is wrong with jelly fourms and my computer, i cant connect. ITs kill though, he has sweet skins. will post BIG link when I get back in

Subject: Re: Nod Power Plant

Posted by [ArtyWh0re](#) on Wed, 10 Dec 2008 00:24:21 GMT

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

Hey the PP looks really good, i like it better than the default renegade one.

Subject: Re: Nod Power Plant

Posted by [samous](#) on Wed, 10 Dec 2008 01:34:49 GMT

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

looks nice, but i might edit one or more of your dds/tga files for it to make it better to me, the roof

doesn't looks as good, but other wise verry nice.

PIC of bad roof:

=samous

EDIT: that is after you release it

File Attachments

1) [roof.jpg](#), downloaded 832 times



Subject: Re: Nod Power Plant
Posted by [Starbuzz](#) on Wed, 10 Dec 2008 02:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty slick! Good job Di3!

Subject: Re: Nod Power Plant
Posted by [Tupolev TU-95 Bear](#) on Sat, 18 Apr 2009 17:04:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

after i looked at the pics

i say they look good already

Subject: Re: Nod Power Plant
Posted by [slosa](#) on Sat, 18 Apr 2009 20:19:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

i agree, the floor on the top needs to be changed, and this is just a low-poly version right? It would look much better rounded

anant wrote on Tue, 09 December 2008 17:00| wish i could, however something is wrong with jelly fourms and my computer, i cant connect. ITs kill though, he has sweet skins. will post BIG link when I get back in

is this what you are talking about? a little google found me a page of just his skins

Subject: Re: Nod Power Plant
Posted by [_SSnipe_](#) on Sat, 18 Apr 2009 22:13:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great, try to add more details to the texture....it looks like its fake where it should look some what real

Subject: Re: Nod Power Plant
Posted by [Di3HardNL](#) on Sun, 19 Apr 2009 11:49:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

hehe this is kinda old. I can make it look much better now.

Subject: Re: Nod Power Plant
Posted by [Tupolev TU-95 Bear](#) on Tue, 21 Apr 2009 19:24:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

is it done?
