Subject: Small render
Posted by Omar007 on Fri, 12 Dec 2008 16:55:40 GMT
View Forum Message <> Reply to Message

I was playing around a bit with 3dsmax 8 and i made a render out of some models. Since they are C&C 3 models i though i could share the render here (first time i use those 3ds options)
Nothing special but i just posted it
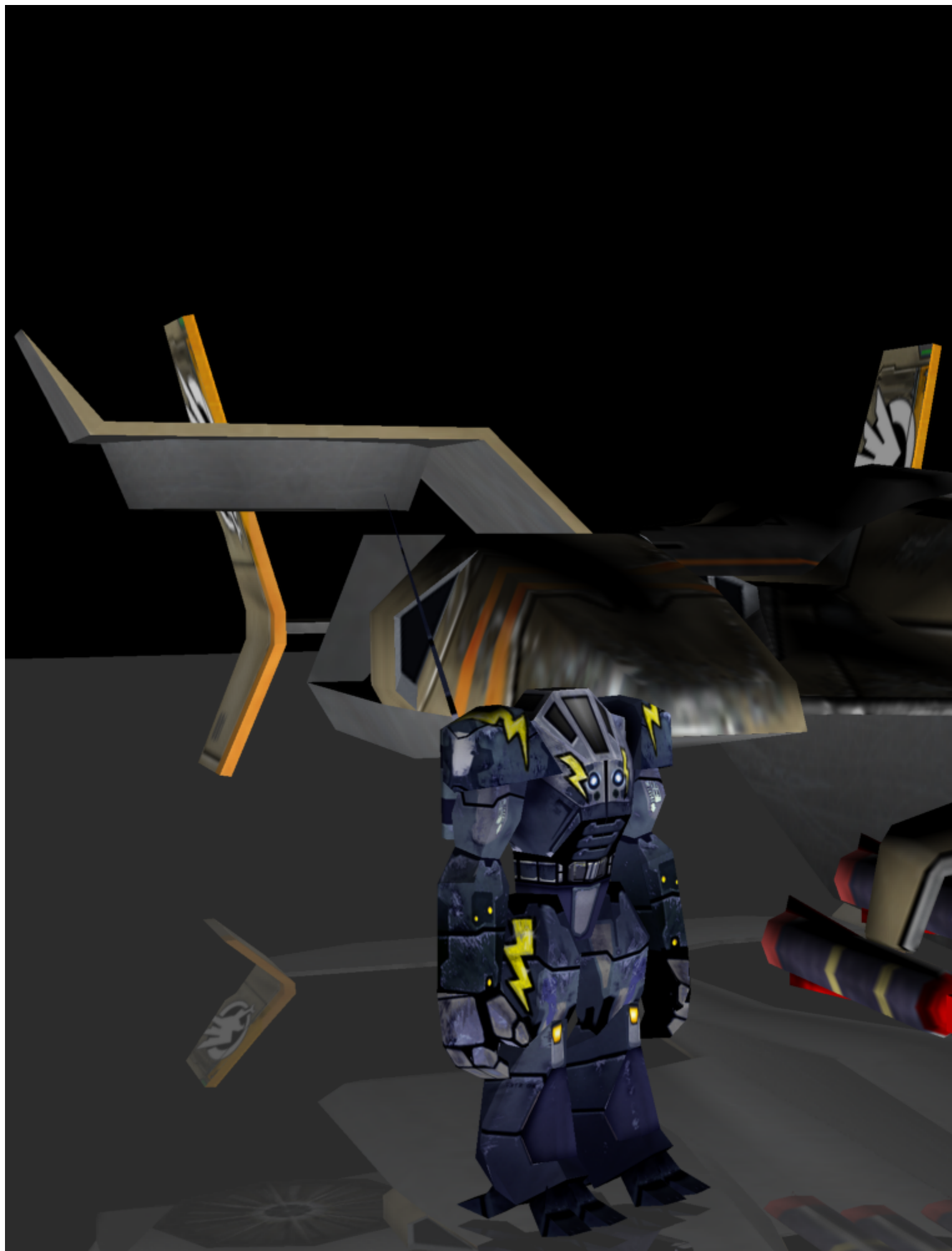
3DSMax MentalRay Render
Res: 1600*1200
Watermark: Gimp

Toggle Spoiler

File Attachments
1) ZnTrpOrca.png, downloaded 513 times

Subject: Re: Small render
Posted by ArtyWh0re on Fri, 12 Dec 2008 17:08:35 GMT
View Forum Message <> Reply to Message

swEEt

Subject: Re: Small render
Posted by ErroR on Fri, 12 Dec 2008 17:23:03 GMT
View Forum Message <> Reply to Message

those are awesome! no words /

Subject: Re: Small render
Posted by LR01 on Fri, 12 Dec 2008 17:51:45 GMT
View Forum Message <> Reply to Message

they look pretty good so close

Subject: Re: Small render
Posted by MGamer on Fri, 12 Dec 2008 17:59:35 GMT
View Forum Message <> Reply to Message

so.. thats why C&C 3 eats soo many HDD space..... (HD TEXTURES)

Subject: Re: Small render
Posted by Omar007 on Fri, 12 Dec 2008 18:31:54 GMT
View Forum Message <> Reply to Message

Thanks for the compliments

@MGamer: it could. textures are ~750kb each
*EDIT: lol that is even bigger than my render

Subject: Re: Small render
Posted by Di3HardNL on Fri, 12 Dec 2008 18:35:05 GMT
View Forum Message <> Reply to Message

Looks nice!

Subject: Re: Small render
Posted by pawky on Fri, 12 Dec 2008 18:46:32 GMT
View Forum Message <> Reply to Message

Very nice! Check out that pimped out whorca lol

Subject: Re: Small render
Posted by u6795 on Fri, 12 Dec 2008 19:49:00 GMT
View Forum Message <> Reply to Message

Holy shit! How did you make those Zone Troopers so sexy?

Subject: Re: Small render
Posted by Omar007 on Fri, 12 Dec 2008 22:36:13 GMT
View Forum Message <> Reply to Message

Thanks all
Eventually i though it wasn't that good or anything.

First i wanted to make 3 zone trooper in different positions (1 running with gun infront, 1 holding gun up, 1 in fire stance) but these models didn't support the other textures so i decided to make this

Maybe i post my other idea aswell but without different texures on them.

Subject: Re: Small render
Posted by samous on Fri, 12 Dec 2008 23:00:04 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Fri, 12 December 2008 08:55
Watermark: Gimp

wo ho! nice job though, what exactly are they?> never seen them b4.

Subject: Re: Small render
Posted by Omar007 on Sat, 13 Dec 2008 10:54:10 GMT
View Forum Message <> Reply to Message

U mean the characters/models on the render?
2 Zone Troopers and 1 Orca. Those models are from C&C 3

Subject: Re: Small render
Posted by nopol10 on Sat, 13 Dec 2008 11:09:37 GMT
View Forum Message <> Reply to Message

Nice renders!
I made some of these myself early this year:

Subject: Re: Small render
Posted by Omar007 on Sat, 13 Dec 2008 11:12:32 GMT
View Forum Message <> Reply to Message

Orca looks good

Only is it my PC or does that Scrin airplane thing (forgot the name :/) look a bit blurry?

Subject: Re: Small render
Posted by Omar007 on Sat, 13 Dec 2008 12:05:16 GMT
View Forum Message <> Reply to Message

Well i made a render of my first idea but as i said those models didn't support the other textures.
Also they were limited in the special effects, so this is a really basic render.

3DSMax ScanLine Render (couldn't use MentalRay on these models)
Res. 640*480

Toggle Spoiler

File Attachments
1) ZnTrprS.png, downloaded 326 times

Made by Omar007

Subject: Re: Small render
Posted by LR01 on Sat, 13 Dec 2008 15:42:46 GMT
View Forum Message <> Reply to Message

you are doing good with the renders

Subject: Re: Small render
Posted by nopol10 on Sat, 13 Dec 2008 23:22:08 GMT
View Forum Message <> Reply to Message

Very nice poses there!

Subject: Re: Small render
Posted by YazooGang on Sun, 14 Dec 2008 00:18:42 GMT
View Forum Message <> Reply to Message

---

very nice renders

u actualy gonna use them in ur mod?
i hope no...

Subject: Re: Small render
Posted by Omar007 on Mon, 15 Dec 2008 10:11:05 GMT
View Forum Message <> Reply to Message

Neh not gonna use them in my mod. These are models from Tiberium Wars so to low quality for a FPS and it would be stealing

Just trying to do more with 3DSMax besides trying some C++ programming

---