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Subject: Small render

Posted by [Omar007](#) on Fri, 12 Dec 2008 16:55:40 GMT

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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

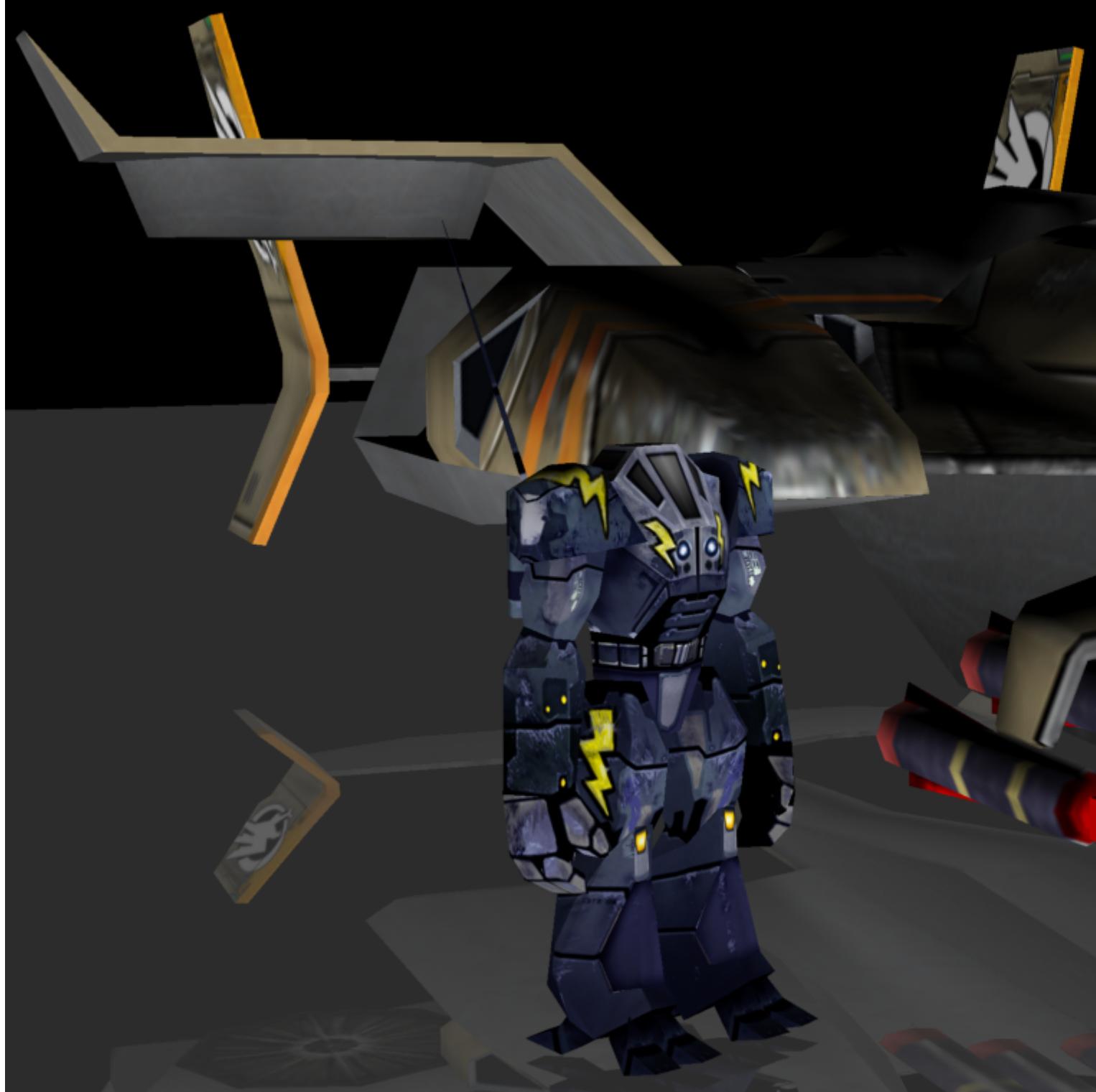
[Toggle Spoiler](#)

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#### File Attachments

1) [ZnTrpOrca.png](#), downloaded 698 times

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Subject: Re: Small render

Posted by [ArtyWh0re](#) on Fri, 12 Dec 2008 17:08:35 GMT

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swEEt

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Subject: Re: Small render

Posted by [ErroR](#) on Fri, 12 Dec 2008 17:23:03 GMT

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those are awesome! no words /

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Subject: Re: Small render

Posted by [LR01](#) on Fri, 12 Dec 2008 17:51:45 GMT

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they look pretty good so close

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Subject: Re: Small render

Posted by [MGamer](#) on Fri, 12 Dec 2008 17:59:35 GMT

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

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Subject: Re: Small render

Posted by [Omar007](#) on Fri, 12 Dec 2008 18:31:54 GMT

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Thanks for the compliments

@MGamer: it could. textures are ~750kb each

\*EDIT: lol that is even bigger than my render

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Subject: Re: Small render

Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 18:35:05 GMT

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Looks nice!

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Subject: Re: Small render

Posted by [pawky](#) on Fri, 12 Dec 2008 18:46:32 GMT

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Very nice! Check out that pimped out whorca lol

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Subject: Re: Small render

Posted by [u6795](#) on Fri, 12 Dec 2008 19:49:00 GMT

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

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Subject: Re: Small render

Posted by [Omar007](#) on Fri, 12 Dec 2008 22:36:13 GMT

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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 textures on them.

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Subject: Re: Small render

Posted by [samous](#) on Fri, 12 Dec 2008 23:00:04 GMT

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Omar007 wrote on Fri, 12 December 2008 08:55

Watermark: Gimp

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

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Subject: Re: Small render

Posted by [Omar007](#) on Sat, 13 Dec 2008 10:54:10 GMT

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U mean the characters/models on the render?

2 Zone Troopers and 1 Orca. Those models are from C&C 3

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Subject: Re: Small render

Posted by [nopol10](#) on Sat, 13 Dec 2008 11:09:37 GMT

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Nice renders!

I made some of these myself early this year:

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Subject: Re: Small render

Posted by [Omar007](#) on Sat, 13 Dec 2008 11:12:32 GMT

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Orca looks good

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

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Subject: Re: Small render

Posted by [Omar007](#) on Sat, 13 Dec 2008 12:05:16 GMT

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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

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#### File Attachments

1) [ZnTrprS.png](#), downloaded 491 times



Made by Omar007

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**Subject: Re: Small render**

Posted by [LR01](#) on Sat, 13 Dec 2008 15:42:46 GMT

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you are doing good with the renders

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**Subject: Re: Small render**

Posted by [nopol10](#) on Sat, 13 Dec 2008 23:22:08 GMT

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Very nice poses there!

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**Subject: Re: Small render**

Posted by [YazooGang](#) on Sun, 14 Dec 2008 00:18:42 GMT

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very nice renders

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

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Subject: Re: Small render

Posted by [Omar007](#) on Mon, 15 Dec 2008 10:11:05 GMT

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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

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