## Subject: [Model Replacement] Tiberium Wars Crate Posted by crazfulla on Sat, 20 Jun 2009 22:55:51 GMT

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## **SCREENY**

I fell in live with the C&C3 vehicle skins everyone was making and decided to contribute somthing in return. Two w3d files included to replace both the yellow and the metal crates.

Doesn't it look seksi with teh bl00m?

## File Attachments

1) cnc3\_crate.png, downloaded 1185 times

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Command and Conquer: Renegade Official Forums



2) cnc3\_crate.rar, downloaded 237 times

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by slosha on Sat, 20 Jun 2009 22:58:24 GMT View Forum Message <> Reply to Message
very nice!
Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by Player on Sat, 20 Jun 2009 23:45:18 GMT View Forum Message <> Reply to Message
Well done! I love it
*downloading
Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by ArtyWh0re on Sun, 21 Jun 2009 00:00:55 GMT View Forum Message <> Reply to Message
Nice 1, love it.
Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by Omar007 on Sun, 21 Jun 2009 00:05:49 GMT View Forum Message <> Reply to Message
Player wrote on Sun, 21 June 2009 01:45Well done! I love it
*downloading
Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by marcin205 on Sun, 21 Jun 2009 00:55:10 GMT View Forum Message <> Reply to Message
nice
Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by Jeroenganges on Sun, 21 Jun 2009 06:32:30 GMT View Forum Message <> Reply to Message
*downloading* thank you.

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by F1r3st0rm on Sun, 21 Jun 2009 06:39:39 GMT

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pretty cool

now someone has to make a ra3 one for jokes

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by kill on Sun, 21 Jun 2009 07:55:54 GMT

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F1r3st0rm wrote on Sun, 21 June 2009 01:39pretty cool

now someone has to make a ra3 one for jokes

working on it

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by ErroR on Sun, 21 Jun 2009 10:26:48 GMT

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nice one, but is it the screen shot or it's too big

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by crazfulla on Sun, 21 Jun 2009 11:32:36 GMT View Forum Message <> Reply to Message

ErroR wrote on Sun, 21 June 2009 05:26nice one, but is it the screen shot or it's too big I don't think its too big. The metal crate (which is originally a veh blocker) is 2m tall and so is this. I think it only looks big there because I got right up close to it and used 1st person view to take the image. Try it ingame and see what you think.

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by Dreganius on Mon, 22 Jun 2009 07:46:58 GMT

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Great work, Crazfulla! Glad to see you like the Nod Light Tank

Do you mind if I just slightly edit the textures and release them to make them.. More true?

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by crazfulla on Wed, 14 Sep 2011 12:55:27 GMT

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Just wanted to say this model is being rejected by the TT / 4.0 patch, if server owners who run it could install this on their server to say it's ok would be greatly appreciated.

Also dreggy if you're still around, and feel the need, go for it.

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by zunnie on Tue, 27 Sep 2011 04:33:29 GMT

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gr8cr8

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by Canadacdn on Sat, 01 Oct 2011 18:35:01 GMT

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It could be improved quite a lot if you added a simple reflect to the metal, and dirtied up the yellow texture a bit.

Subject: Re: [Model Replacement] Tiberium Wars Crate Posted by crazfulla on Tue, 04 Oct 2011 00:27:26 GMT

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Me? I am done with it. If you want to, be my guest.