Subject: Still working on it
Posted by Reaver11 on Tue, 07 Jul 2009 14:44:48 GMT
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I'm still working on finishing this conyard. The exterior is getting close and the ground level is nearly done. After that I will have to do the cellar and rig it up and release it!

But first things first, does anyone have a good yellow metal texture that I could use for the crane since these dont look good at all.

Subject: Re: Still working on it
Posted by YazooGang on Tue, 07 Jul 2009 14:54:21 GMT
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Everything is good but the crane is textured badly, the texture (file or whatever) is good but its put there wrong.

Subject: Re: Still working on it
Posted by Reaver11 on Tue, 07 Jul 2009 15:33:01 GMT
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Thats the thing. I need a good yellow texture for the crane.
both of these try outs are ugly and not matching the rest of the model.

Subject: Re: Still working on it
Posted by Tupolev TU-95 Bear on Tue, 07 Jul 2009 15:37:22 GMT
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hmmmm

Ill try and find some yellow worn textures on google

Subject: Re: Still working on it
Posted by JsxKeule on Tue, 07 Jul 2009 15:49:48 GMT
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in the reborn always.dat are some

Subject: Re: Still working on it
Posted by YazooGang on Tue, 07 Jul 2009 16:12:55 GMT
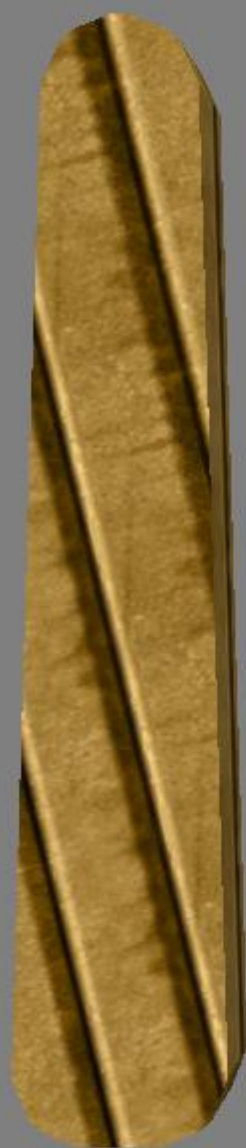View Forum Message <> Reply to Message

What is ment it this

First one is your.
Second one is a good way to make it look good.
Third one is another good way so it will look good.

File Attachments
1) show.JPG, downloaded 831 times

Subject: Re: Still working on it
Posted by Reaver11 on Tue, 07 Jul 2009 21:19:26 GMT
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Those are some pretty good suggestions Yazoo I havent thought about using that texture that way. I wasnt even planning on using that texture tbh.

Also @ jsxkeule, I'm not going to use stuff from the reborn mod. Though it might be good to orient on how they did their yellow stuff. I did hate that myself if that would hapen to my mod.

EDIT: I will just edit this post since two posts in a row would make no sence

I have rigged up the doors by using callboxes I just have to adjust them a little bit. Here they are

This will also make live a lot easier for mappers

Subject: Re: Still working on it
Posted by ErroR on Mon, 13 Jul 2009 13:20:58 GMT
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MY EYES MAN! Thats so fukin amazing

Subject: Re: Still working on it
Posted by Reaver11 on Mon, 13 Jul 2009 15:31:43 GMT
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I have finished the elevator shafts and fitted it with callboxes. I still have to do the big cargo elevator and the cellar of the constructionyard.

Subject: Re: Still working on it
Posted by YazooGang on Mon, 13 Jul 2009 15:52:02 GMT
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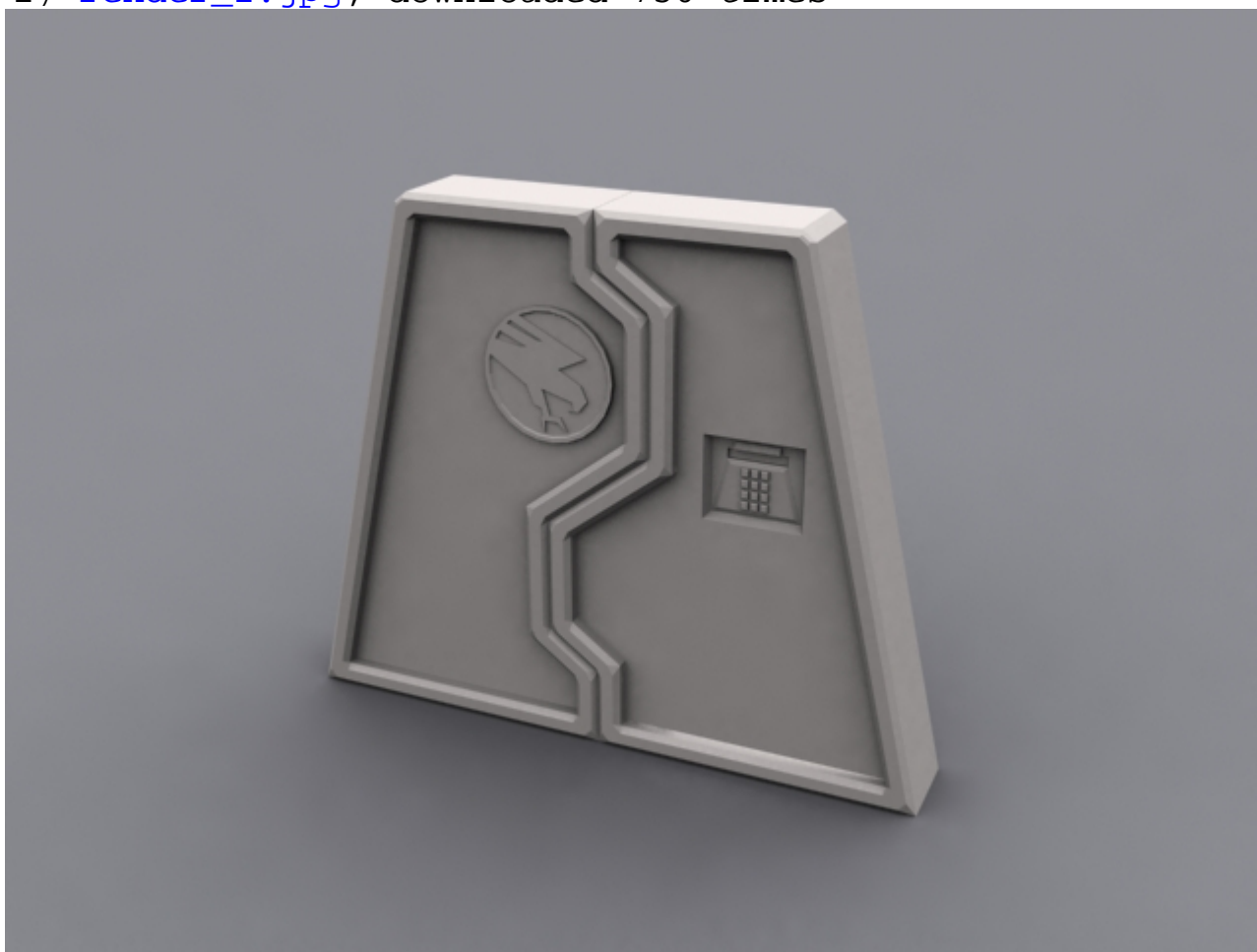Dude, here is a good door from cnc tiberium dawn
Credits : ferkhat

Original one.

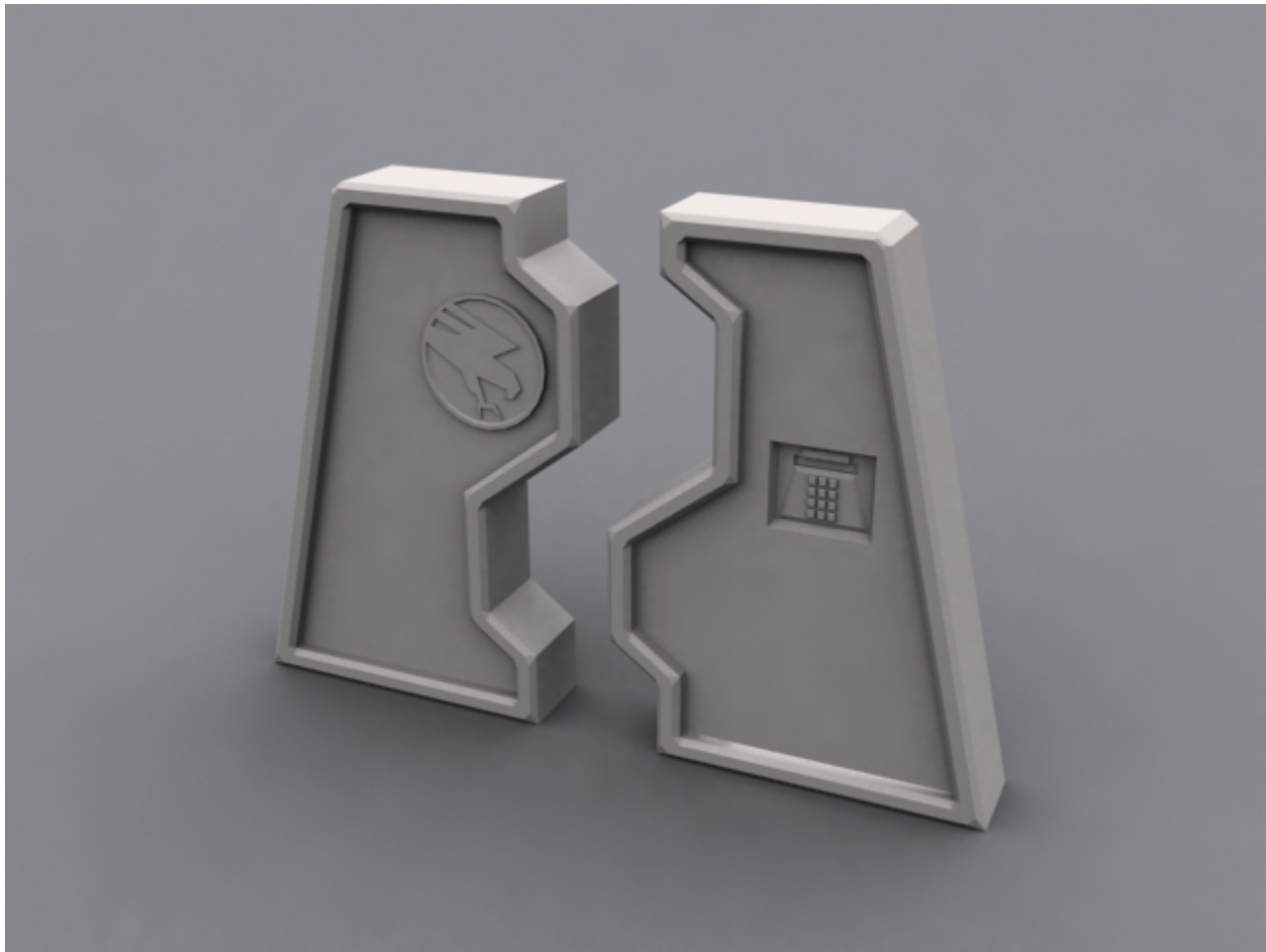Ferkhats. Its been changed a little bit but you can remove what you dont like.

File Attachments

3) `door_.max`, downloaded 135 times

Subject: Re: Still working on it
Posted by Gen_Blacky on Mon, 13 Jul 2009 19:24:09 GMT
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looks really good so far, i think its need different textures for the doors tho.

Subject: Re: Still working on it
Posted by Xena on Mon, 13 Jul 2009 19:39:36 GMT
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make the door look more like a door?

Subject: Re: Still working on it
Posted by ErroR on Tue, 14 Jul 2009 13:03:56 GMT
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Gen_Blacky wrote on Mon, 13 July 2009 22:24looks really good so far, i think its need different textures for the doors tho.
Boxxymake the door look more like a door?
Yes, i agree

Subject: Re: Still working on it
Posted by Reaver11 on Tue, 14 Jul 2009 22:31:04 GMT
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Good point on the doors, I'll get working on it. I'm working on getting a draft of the conyards basement done. I'm not sure what to add in there ->

Subject: Re: Still working on it
Posted by LR01 on Tue, 14 Jul 2009 22:39:16 GMT
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spare parts?

Subject: Re: Still working on it
Posted by YazooGang on Wed, 15 Jul 2009 04:29:29 GMT
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Very cool basement.

Subject: Re: Still working on it
Posted by DarkKnight on Wed, 15 Jul 2009 07:31:44 GMT
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nice job reaver

Subject: Re: Still working on it
Posted by Reaver11 on Wed, 15 Jul 2009 09:52:57 GMT
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Btw Yazoo I tried opening those doors in 3ds but it refuses to. Since I apperantly dont have a few files which are needed to open it.

Prosound.dlc

Storageandfilter.bms
(Superclass: 0xD00 error)

I'm still thinking about the building damage aggergates.I will have to look up how westwood rigged up those callboxes I'm a bit unsure how they did that. If anyone knows the trick to that please say it

Also thanks for the comments and help guys! Just say which parts need improving, sometimes I get a bit blinded of what to fix and do.

Subject: Re: Still working on it
Posted by YazooGang on Wed, 15 Jul 2009 19:44:36 GMT
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Ferkhat modeled it with 3ds max 10 :S
Srry. I will convert it to a 3ds file then.

Here.

File Attachments
1) door.3DS, downloaded 123 times

Subject: Re: Still working on it
Posted by cnc95fan on Wed, 15 Jul 2009 20:18:56 GMT
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I thought Ferkhat modeled it

Subject: Re: Still working on it
Posted by YazooGang on Wed, 15 Jul 2009 20:48:19 GMT
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cnc95fan wrote on Wed, 15 July 2009 15:18I thought Ferkhat modeled it
Yes he did, thats what i said.

Subject: Re: Still working on it
Posted by LR01 on Wed, 15 Jul 2009 21:55:24 GMT
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Reaver11 wrote on Wed, 15 July 2009 11:52Btw Yazoo I tried opening those doors in 3ds but it refuses to. Since I apperantly dont have a few files which are needed to open it.

Prosound.dlc
Storageandfilter.bms
(Superclass: 0xD00 error)

I'm still thinking about the building damage aggergates.I will have to look up how westwood rigged up those callboxes I'm a bit unsure how they did that. If anyone knows the trick to that please say it

Also thanks for the comments and help guys! Just say which parts need improving, sometimes I get a bit blinded of what to fix and do.

renhelp is your answer:
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=3

the full story:
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=1
(not that that buildings is outdated)

Subject: Re: Still working on it
Posted by nope.avi on Thu, 16 Jul 2009 01:30:14 GMT
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Looks very nice.

Subject: Re: Still working on it
Posted by Reaver11 on Thu, 16 Jul 2009 12:57:20 GMT
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Those tutorials will sure help since this thing must be fully functional. I'm busy finishing up the ruf shape of the cellar. Im going to add a railsystem to it so 'parts' could be transported to the elevator.

I'm still busy with texturing it so it might look a bit akward.