Subject: "Renegade" model Posted by YazooGang on Sun, 15 Nov 2009 03:44:36 GMT View Forum Message <> Reply to Message

So i was bored and wanted to learn something new with 3ds max.

I decided it would be best to learn the floating geometry and turbosmoothing and or splines.

I used this tutorial: http://cg.tutsplus.com/tutorials/3d-art/using-splines-to-add-detail-to-your-high-poly-model-in-3ds-max/

Here are the results of mine

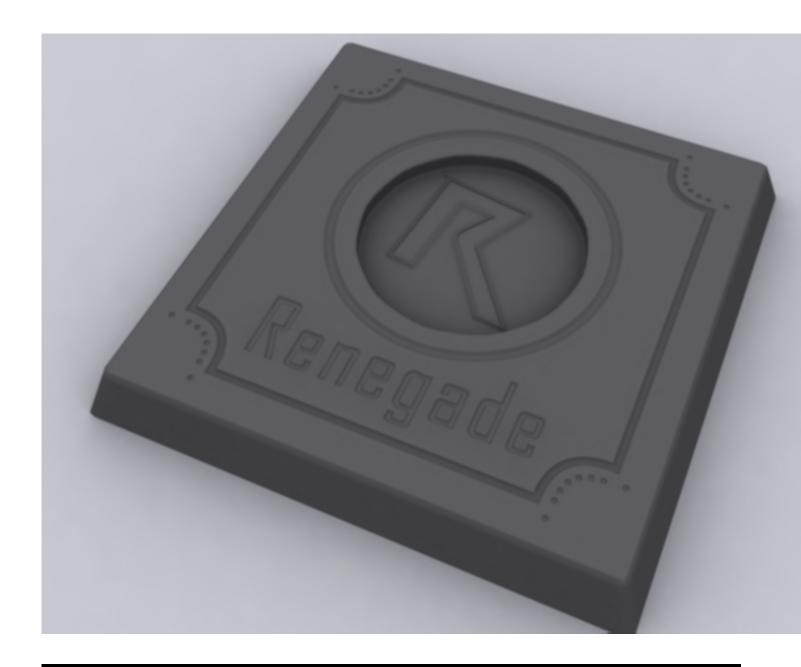
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File Attachments

1) renped.jpg, downloaded 704 times

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Command and Conquer: Renegade Official Forums



Subject: Re: "Renegade" model Posted by Distrbd21 on Sun, 15 Nov 2009 04:18:49 GMT

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that looks cool

Subject: Re: "Renegade" model Posted by Tupolev TU-95 Bear on Sun, 15 Nov 2009 08:39:24 GMT

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looks like a memorial for renegade good job

Subject: Re: "Renegade" model

Posted by ErroR on Sun, 15 Nov 2009 13:00:32 GMT

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looks pretty

Subject: Re: "Renegade" model

Posted by Dreganius on Sun, 15 Nov 2009 13:04:04 GMT

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When can I order one of these to hang on my wall?

Subject: Re: "Renegade" model

Posted by YazooGang on Sun, 15 Nov 2009 15:30:17 GMT

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Here, if you all want the model

http://www.2shared.com/file/9183684/9cd07fdd/hpm m8.html

Subject: Re: "Renegade" model

Posted by Distrbd21 on Sun, 15 Nov 2009 17:26:16 GMT

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YazooGang wrote on Sun, 15 November 2009 09:30Here, if you all want the model

http://www.2shared.com/file/9183684/9cd07fdd/hpm m8.html

new download link with YazooGang permission

http://dabomb.dsgaming.us/modules.php?name=Downloads&op=getit&lid=3

Subject: Re: "Renegade" model

Posted by slosha on Sun, 15 Nov 2009 18:50:23 GMT

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Do want. You should make some crazy Renegade Memorial map.

Subject: Re: "Renegade" model

Posted by Omar007 on Sun, 15 Nov 2009 19:32:45 GMT

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As i posted this morning on the ModDB: I would like to hang this on my door or wall

Subject: Re: "Renegade" model

Posted by Distrbd21 on Sun, 15 Nov 2009 19:34:20 GMT

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Omar007 wrote on Sun, 15 November 2009 13:32As i posted this morning on the ModDB: I would

like to hang this on my door or wall

would be nice wouldn't it?

Subject: Re: "Renegade" model

Posted by YazooGang on Sun, 15 Nov 2009 19:45:00 GMT

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It would be nice if someone textures it

Why dont we have a competition. Who ever makes a good skin/texture for it

Subject: Re: "Renegade" model

Posted by Di3HardNL on Sun, 15 Nov 2009 20:34:37 GMT

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That looks pretty cool, might look good as replacements for the proximinity!

Subject: Re: "Renegade" model

Posted by Altzan on Sun, 15 Nov 2009 21:32:02 GMT

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Glock~ wrote on Sun, 15 November 2009 19:50Do want. You should make some crazy Renegade Memorial map.

Subject: Re: "Renegade" model

Posted by ChewML on Sun, 15 Nov 2009 22:58:24 GMT

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Di3HardNL wrote on Sun, 15 November 2009 14:34That looks pretty cool, might look good as replacements for the proximinity!

I just had a idea... caution cones for proxy mines... I know screams advantage.

Subject: Re: "Renegade" model

Posted by Distrbd21 on Tue, 17 Nov 2009 07:02:57 GMT

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Chew wrote on Sun, 15 November 2009 16:58Di3HardNL wrote on Sun, 15 November 2009 14:34That looks pretty cool, might look good as replacements for the proximinity!

I just had a idea... caution cones for proxy mines... I know screams advantage. rlly idk why people bitch about that all the time.

well guess what half of the Renegade players use Skins like that, there is a line green skin for proxys that i use, doesn't mean I'm using it to hack i just like the color i even made it darker than what it was.