
Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Sat, 28 Jun 2003 21:17:26 GMT
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Yep here is a picture of the Tiberium evolution Titan...

EDIT: 2 things... when i exported gmax to 3ds max the model looked a bit more wierd so the original model looks better... and the Poly count is almost 1000

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Aircraftkiller](#) on Sat, 28 Jun 2003 21:44:03 GMT
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So we get a hodge-podge of units from all sorts of games, that make no sense whatsoever, has no storyline, and still has crummy maps?

Anyone can model. Not many can texture their models. Texture it, then show it, or don't bother showing stuff anymore - you honestly show everything untextured. Either learn to do it, or just stop showing stuff... Unless you plan on using untextured models.

I'm not impressed, sorry.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Sat, 28 Jun 2003 22:02:22 GMT
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i know there isnt a story line and really no point on making this mod but there is 1 thing about this mod... have all sorts of units from CNC games into 1 mod in an all out war!

Magic013 has gotten better with mapping. so well have better maps.

and gimme a break i cant just skin a model like like 5 miniutes. and im not really the skinner in this team... i can skin a little tho. so ill try to skin this model.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Captkurt](#) on Sat, 28 Jun 2003 22:07:01 GMT
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Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [TheMouse](#) on Sat, 28 Jun 2003 22:07:07 GMT
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AircraftkillerSo we get a hodge-podge of units from all sorts of games, that make no sense whatsoever, has no storyline, and still has crummy maps?

yep! (minus the crummy maps i hope...) hey ack... why don't you make a map or two for tiberium evolution? that way, we would have really good maps or whatever.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Aircraftkiller](#) on Sat, 28 Jun 2003 22:21:24 GMT
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1. I don't want to.
 2. I have enough to do as it is.
 3. #1.
-

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Sat, 28 Jun 2003 23:39:53 GMT
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- Aircraftkiller1. I don't want to.
2. I have enough to do as it is.
3. #1.

lol

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Sir Phoenixx](#) on Sun, 29 Jun 2003 00:14:18 GMT
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The model looks pretty good... The only things that need work is the head (more detail and scale it down a bit, or scale the body up a bit, to me it looks just a little too large) and the back parts of the arms, they just look plain compared to the front.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [xpontius](#) on Sun, 29 Jun 2003 00:31:13 GMT
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From spending so much time looking at the titan loading screen in TS the model looks pretty good compared to it.

Although i do agree that the head needs more work (antennas missing)

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!

Posted by [Havoc 89](#) on Sun, 29 Jun 2003 00:34:26 GMT

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Sir PhoenixxThe model looks pretty good... The only things that need work is the head (more detail and scale it down a bit, or scale the body up a bit, to me it looks just a little too large) and the back parts of the arms, they just look plain compared to the front.

im not quite sure what u mean about the arms... i know i have to add the mini details on the head... but i dont know what u mean about the arms...

take a look at thiese pics...

<http://www.tiberiumsun.com/gameinfo/images/scenes/scene01.jpg>

<http://www.tiberiumsun.com/gameinfo/images/scenes/scene06.jpg>

<http://www.tiberiumsun.com/gameinfo/images/scenes/scene32.jpg>

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!

Posted by [Infinint](#) on Sun, 29 Jun 2003 03:15:59 GMT

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well i think it looks good except the texture less part but i have a question dose it actully walk in renegade? or just work at lest? yet

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!

Posted by [YSLMuffins](#) on Sun, 29 Jun 2003 08:04:06 GMT

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Show us a direct side view...I think it needs to be a little bit fatter front-to-back wise.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!

Posted by [Infinint](#) on Sun, 29 Jun 2003 08:10:15 GMT

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maby if we are really nice to west wood thell give us the model thay use in the movies!! :mrgreen:

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!

Posted by [PiMuRho](#) on Sun, 29 Jun 2003 08:12:03 GMT

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That's probably a bit too much on the high-poly side to be used as an in-game model.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Infinint](#) on Sun, 29 Jun 2003 08:30:41 GMT

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ya but theres always optimis

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [pulverizer](#) on Sun, 29 Jun 2003 15:22:10 GMT

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very nice titan, can't wait to drive it

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [maytridy](#) on Sun, 29 Jun 2003 15:36:12 GMT

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nice model.

But i will have to wait untill its skinned.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Sun, 29 Jun 2003 15:41:41 GMT

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i did do some updates on the titan and ill probubly get genocide to skin it if he is not to busy.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [PiMuRho](#) on Sun, 29 Jun 2003 15:56:31 GMT

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Infinintya but theres always optimis

You can't optimise a cinematic model that's got to be in the region of 10,000+ polys down to a game model of around 1000.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Infinint](#) on Sun, 29 Jun 2003 18:22:02 GMT
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i know that but why cant someone make an optimising script that would actually change the shape of it to kill some polys hmmm
let me geuss it has already been done

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 05:43:16 GMT
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well i have finished the Hover MRLS and Cept is Almost done the Kirove. Jarro is making the G36 assault rifle. The Website is being updated.

But i wont post pics yet cause ack said dont post pics of models untextured so ya when we skin the models we will show them.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 06:05:08 GMT
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ACK is psising me off...this is 2 friends hese bashed.... (not far from were ACK lives...should i do a paintball run... :twisted:)

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 06:07:12 GMT
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o yeah, the Kirov, from RA2-RENEGADE files WW released in 10K pollys skinned and so on... wonder how hard it would be to optimize it to renegade elvels... probly wouldnt look like kirov after that, roflmao

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 14:17:49 GMT
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we made our own version. we are not using the version from WW.

btw Genocide is working on the Prism Tank. I am currently tring to skin my models.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Joey-Y](#) on Mon, 30 Jun 2003 16:45:07 GMT
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I know, i was comenting if someone tried to use the WW one without the "Real W3D" Engine. (i call it real because it looks better then what we have now, all the E3 images and stuff from years past looked better....)

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Wild1](#) on Mon, 30 Jun 2003 17:54:46 GMT
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I think the cooling tingy on top (youknow what it is) should be more like an airfoil in the back.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Mon, 30 Jun 2003 18:25:08 GMT
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Wild1I think the cooling tingy on top (youknow what it is) should be more like an airfoil in the back.
eh???

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Titan1x77](#) on Mon, 30 Jun 2003 20:18:17 GMT
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I think this mod's gonna kick ass

From what Ive seen so far....This Mod will surpass Reborn and renalert

Who need's a story line anyway??

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [\[REHT\]Spirit](#) on Mon, 30 Jun 2003 20:38:50 GMT
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Titan1x77

From what Ive seen so far....This Mod will surpass Reborn and renalert

Ha ha ha! Fat chance of it surpassing Reborn as I work there too.....

Meet my demands or I sabotauged them!! BWAHAHA...erm...

What I mean to say is, anyone got some pills that will make me shut up instead of talking about every evil thought that enters my mind?

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Havoc 89](#) on Wed, 02 Jul 2003 03:36:29 GMT
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hehe lol

here u go "gives anthrax pills to him"

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Titan1x77](#) on Wed, 02 Jul 2003 06:22:22 GMT
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[REHTSpirit]Titan1x77
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Well maybe not Reborn...If they can get it finished eventually.,Not Saying i'd like to see them rush it...Just finish it withen a year would be nice.

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [\[REHT\]Spirit](#) on Wed, 02 Jul 2003 15:45:59 GMT
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Titan1x77[REHTSpirit]Titan1x77
From what Ive seen so far....This Mod will surpass Reborn and renalert

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Well maybe not Reborn...If they can get it finished eventually.,Not Saying i'd like to see them rush it...Just finish it withen a year would be nice.

It's being finished. IMO, it's coming along nicely (but I have to say that because I'm on the team, lol).

Anyhow I'll stop steering the conversation from my mod.....erm.....from DarkOmen's Reborn mod.....

And, GIMME THOSE PILLS, HAVOC! *grabs the pills and eats them*

Subject: TiBeRiUm EvOIUtIoN Titan is done!!!
Posted by [Infinint](#) on Wed, 02 Jul 2003 19:58:46 GMT
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lol
