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Subject: Mammoth Tank Model - Modified It  
Posted by [Sanada78](#) on Mon, 18 Aug 2003 14:50:04 GMT  
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This is what I was working on and was having a bit of trouble with before, such as two corruptions and problems exporting.

I decided I wanted to try and modify the GDI Mammoth Tank, at a few things to it. What do you think of it? I don't care if you think it's completely "sh\*t" because if that's what you think, then say it.

Front

Rear

There are a few things I wasn't sure about, like the lights on the far front and rear end.

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Subject: Mammoth Tank Model - Modified It  
Posted by [mike9292](#) on Mon, 18 Aug 2003 15:00:48 GMT  
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um what did u do

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Subject: Mammoth Tank Model - Modified It  
Posted by [Try\\_lee](#) on Mon, 18 Aug 2003 15:06:42 GMT  
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I can't see the pics!

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Subject: Mammoth Tank Model - Modified It  
Posted by [Beanyhead](#) on Mon, 18 Aug 2003 15:17:33 GMT  
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You have to be regged and logged in at The Pits to see them I believe.

Very good job!

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Subject: Mammoth Tank Model - Modified It  
Posted by [Wild1](#) on Mon, 18 Aug 2003 16:20:26 GMT  
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That's how it should look, not bad.

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Subject: Mammoth Tank Model - Modified It  
Posted by [Ferhago](#) on Mon, 18 Aug 2003 16:50:31 GMT  
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I never understood why tanks have those little baskets around them.

I can see a couple of new things though.

You added the little nasket things, You put antennas on it, You gave it brakelights and headlights, You tweaked the skin, And I think you adjusted the angle of the missile pods

It looks good

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Subject: Mammoth Tank Model - Modified It  
Posted by [Vitaminous](#) on Mon, 18 Aug 2003 18:05:04 GMT  
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I prefer this one

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Subject: Mammoth Tank Model - Modified It  
Posted by [maytridy](#) on Mon, 18 Aug 2003 18:12:47 GMT  
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Looks pretty cool. If you change it up some more, it would be worth using in maps.

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Subject: Mammoth Tank Model - Modified It  
Posted by [Laser2150](#) on Mon, 18 Aug 2003 20:52:23 GMT  
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better yet, as a model replacement  
i think it looks awesome!

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Subject: Mammoth Tank Model - Modified It  
Posted by [Infinint](#) on Mon, 18 Aug 2003 20:55:00 GMT

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COOL

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Subject: Mammoth Tank Model - Modified It  
Posted by [Aircraftkiller](#) on Mon, 18 Aug 2003 20:56:51 GMT

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Those "baskets" are called turret baskets, and they hold equipment. They also have steel wire mesh connecting them to the turret, at bottom, to hold assorted crewmember's belongings and all sorts of other stuff. Ammunition cases for machine guns mounted on the turret are also attached to the turret basket.

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Subject: Mammoth Tank Model - Modified It  
Posted by [Sanada78](#) on Mon, 18 Aug 2003 22:16:45 GMT

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I wasn't shore myself what the baskets where for, I just thought they'd look nice. I may remove a few things that might not suit it, but I'm not sure at the moment. I'll look into it more, and see what could be added or removed. Thanks for your opinions.

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Subject: Mammoth Tank Model - Modified It  
Posted by [Sanada78](#) on Tue, 19 Aug 2003 03:32:56 GMT

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I just looked at this picture which I think is from the original Command & Couquer.

I noticed that the smaller barrels under the main ones seem to not be there, but are further back and look as if they support the two main ones. Also, I'm thinking of either scrapping the basket or adding additional detail and may change the lights that are on the far front and rear.

I would like if you gave your opinions on what I could do, such as change a few things.

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Subject: Mammoth Tank Model - Modified It  
Posted by [YSLMuffins](#) on Tue, 19 Aug 2003 03:38:20 GMT

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Make the barrels recoil by linking the barrel meshes to the muzzle bones.

But of course, I'm already doing that.

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Subject: Mammoth Tank Model - Modified It  
Posted by [Sanada78](#) on Tue, 19 Aug 2003 03:50:44 GMT  
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I got a few ideas with what i could do with it, I just hope I don't break the polygon barrier. Is it 2000 polygons?

Making the mussels recoil sounds like a good idea, I'll see what I can do with it.

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Subject: Mammoth Tank Model - Modified It  
Posted by [Sir Phoenixx](#) on Tue, 19 Aug 2003 12:25:25 GMT  
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Sanada78I got a few ideas with what i could do with it, I just hope I don't break the polygon barrier. Is it 2000 polygons?

Recommended but not required. If there is alot of detail on the tank to justify a higher polygon count (Not just making the barrels/axels/etc. out of 22+ sides) than a higher polygon count would be acceptable (IMO).

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