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Subject: Domination Icons

Posted by [General Havoc](#) on Fri, 06 Feb 2004 23:32:48 GMT

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As the upcoming domination mode scripts will soon be available in version 1.4 of the custom scripts by Jonathan Wilson, I made some graphics ready for testing it out.

I'm not all that great when it comes to graphics, but you can see it doesn't look too bad. The neutral one doesn't have a texture missing, it's a real texture with the W3D logo on, I may change it to something different at a later stage.

Each one rotates 360 degrees continuously, check the video to see. Here is a short video clip showing them spinning (low-quality avi) <http://www.phpden.co.uk/logos.avi>

I may release them if people want to use them. Post your comments or anything related to domination mode here.

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Subject: Domination Icons

Posted by [IRON FART](#) on Sat, 07 Feb 2004 01:30:00 GMT

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Hmmmmmm.....

/me has an idea to improve those

Edit: nvm.....

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Subject: Domination Icons

Posted by [--oo00o00oo--](#) on Sat, 07 Feb 2004 05:52:11 GMT

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it seems to me in these pics that u modeled the nod/gdi icons and then u just have a plane textured for the neutral icon. maybe model a simple WS logo. and make icon slightly transparent and bigger. maybe try to make them look as if they are spinning holograms projected by a low profile floor projector.

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Subject: Domination Icons

Posted by [General Havoc](#) on Sat, 07 Feb 2004 10:54:12 GMT

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The Neutral one is in fact a spinningmesh like the others, look at the video. I'll probably do something, like you said to it as it is a little plain at the moment.

I'll give the hologram effects a go. Stonerook wrote that tutorial that shows you how to do the "PT" effects on other objects, that may be of use to me. I have no idea how to make my textures have an alpha channel so they are transparent. I used the "screen" shader for the WS logo one.

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Subject: Domination Icons

Posted by [Jaspah](#) on Sat, 07 Feb 2004 14:25:50 GMT

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I think you should make the Westwood one round, it looks kinda dull right now.

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