
Subject: Old Renegade Harvester Concept Model.
Posted by [Genocide](#) on Thu, 19 Feb 2004 22:25:17 GMT
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I decided to model this harvester i based off of some concept art:

Subject: Old Renegade Harvester Concept Model.
Posted by [Gernader8](#) on Thu, 19 Feb 2004 22:29:59 GMT
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spiffy

Subject: Old Renegade Harvester Concept Model.
Posted by [OrcaPilot26](#) on Thu, 19 Feb 2004 22:31:38 GMT
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yeah....a model.....of a harvester

Where'd you get that concept art?

Subject: Old Renegade Harvester Concept Model.
Posted by [Genocide](#) on Thu, 19 Feb 2004 22:35:57 GMT
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Seamans website, thanks seaman.

I thought this could be a good asset if i was to skin it as its one of the designed units.

Subject: Old Renegade Harvester Concept Model.
Posted by [Cpo64](#) on Thu, 19 Feb 2004 22:42:19 GMT
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Seeing it textured would be awesome

Subject: Old Renegade Harvester Concept Model.
Posted by [Javafx](#) on Thu, 19 Feb 2004 22:43:03 GMT
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Is it just me, or does the concept art have exhaust fumes which are cylindrical, not hexagonal. Just a note. However, its a good work done from only a picture.

Subject: Old Renegade Harvester Concept Model.
Posted by [Genocide](#) on Thu, 19 Feb 2004 22:45:04 GMT
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Java thats only because its not a smooth Render and that i am saving polys.

Subject: Old Renegade Harvester Concept Model.
Posted by [Aircraftkiller](#) on Thu, 19 Feb 2004 22:56:42 GMT
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That concept art was incredibly ugly and I, for one, am glad that they scrapped it.

Generally, concept art isn't a good thing unless it's towards the final stages. That was a really old picture from 1999, or even before then.

Subject: Old Renegade Harvester Concept Model.
Posted by [Ferhago](#) on Thu, 19 Feb 2004 22:57:45 GMT
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I think the back should be slightly larger. And I think you could spend some more polygons making the back more rounded and smooth. It isnt that high poly is it?

But yeah very nice model

Subject: Old Renegade Harvester Concept Model.
Posted by [U927](#) on Thu, 19 Feb 2004 22:58:38 GMT
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Not bad, but it would be better if you would model it after the cutscene in the intro of C&C, where they show two harvesters gathering Tiberium.

Subject: Old Renegade Harvester Concept Model.
Posted by [smwScott](#) on Thu, 19 Feb 2004 23:04:18 GMT
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Nice model, but I don't think the units designed all that well. The concept is kinda bad.

But it's still a good model.

Subject: Old Renegade Harvester Concept Model.
Posted by [Nukelt15](#) on Thu, 19 Feb 2004 23:08:52 GMT
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Yeah, the old TD 4-wheel harvy looks a lot better than either that or the one in renegade. No offense, it looks cool, but the original TD version is still the best.

Subject: Old Renegade Harvester Concept Model.
Posted by [Genocide](#) on Thu, 19 Feb 2004 23:09:24 GMT
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Ok i wont continue with it, it did look like it done a good job as the tiberium would be processed then sent up the tube into a tank and be slightly refined and burning off the fumes from the cylinders, but still maybe ill model and texture something else from way back, any ideas?

P.S: Thanks for the comments.

Subject: Old Renegade Harvester Concept Model.
Posted by [IRON FART](#) on Thu, 19 Feb 2004 23:16:29 GMT
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AircraftkillerThat concept art was incredibly ugly and I, for one, am glad that they scrapped it.

Generally, concept art isn't a good thing unless it's towards the final stages. That was a really old picture from 1999, or even before then.

I didn't like that sketch either. And when people make concept designs, they start off with something like that, gather their ideas to move onto a more refined draft. (I went to design school)

Subject: Old Renegade Harvester Concept Model.
Posted by [Xtrm2Matt](#) on Fri, 20 Feb 2004 11:49:47 GMT
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Sexy

Subject: Old Renegade Harvester Concept Model.
Posted by [Deactivated](#) on Fri, 20 Feb 2004 12:51:40 GMT
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AircraftkillerThat concept art was incredibly ugly and I, for one, am glad that they scrapped it. That was a really old picture from 1999, or even before then.

I agree with it being ugly. Also that Hovercraft concept looks buggered.

1999? But the image itself says TAS, 2000.
