Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Tue, 24 Feb 2004 08:41:27 GMT
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Spent like six hours, straight, working on this sumbitch.

Modeled from the RA in-game structure and the assess.vqa video of a Spy looking at a Soviet base.

Special effects, like the "neon fire charging effect" from the video, will be part of the structure. The sphere emits light and is under constant motion inside, don't let the image fool you.

Subject: Renegade Alert Iron Curtain
Posted by sniper12345 on Tue, 24 Feb 2004 09:42:40 GMT
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Is it just me or are the RenAlert forums down again?

Subject: Renegade Alert Iron Curtain
Posted by bigejoe14 on Tue, 24 Feb 2004 14:39:31 GMT
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The site is still moving. Dante even said so when the site was up for that short while.

Subject: Renegade Alert Iron Curtain
Posted by Oblivion165 on Tue, 24 Feb 2004 15:30:29 GMT
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I would definetly use this in my maps, i think its great, let me get it from you when your ready.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Tue, 24 Feb 2004 19:46:16 GMT
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Is it just me or did two replies here have nothing to do with the subject matter, at all? Not even a single part of the post?

*Aircraftkiller writes this down as part of his "Crimson, this is exactly why the Mod Forum needed moderation" speech.

It's not going to be available for public use in Renegade. Only in RA.

Subject: Renegade Alert Iron Curtain
Posted by Deafwasp on Tue, 24 Feb 2004 20:00:05 GMT
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nice Ack, could use some more work though. Just kind of eye parts up, you know compare the size of part to part to make sure things are correct.

Your getting better at modeling.

Subject: Renegade Alert Iron Curtain
Posted by Deactivated on Tue, 24 Feb 2004 20:00:22 GMT
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Aircraftkiller1.Is it just me or did two replies here have nothing to do with the subject matter, at all? Not even a single part of the post?

2.It's not going to be available for public use in Renegade. Only in RA.

1. It's about RenAlert. And this topic is about RenAlert.
2. Maybe he did mean that if he can use it for a RenAlert map?

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Tue, 24 Feb 2004 20:12:57 GMT
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The site being down has nothing to do with an Iron Curtain.

All the parts are correctly sized after cross-referencing between the video and the in-game image.

Subject: Renegade Alert Iron Curtain
Posted by Renx on Tue, 24 Feb 2004 20:26:05 GMT
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Looks nice

How will the Iron Curtain work in-game?

Subject: Renegade Alert Iron Curtain

Posted by Try_lee on Tue, 24 Feb 2004 20:38:02 GMT
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Quote:10.new script, JFW_Iron_Curtain_Zone.
When started, will trigger timer and zone is disabled
When timer expires, zone becomes enabled.
When object enters zone, invulnerability script is attatched to thing that tripped the zone, zone is disabled and timer resets

11.new script, JFW_Invulnerability_Timer.
Basicly, on startup, starts a timer.
While the timer is activated, the object its attatched to is rendered invulnerable.

Subject: Renegade Alert Iron Curtain
Posted by Gernader8 on Tue, 24 Feb 2004 21:17:44 GMT
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AircraftkillerThe site being down has nothing to do with an Iron Curtain.

All the parts are correctly sized after cross-referencing between the video and the in-game image.

You forgot that shaft in the center

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Tue, 24 Feb 2004 21:30:53 GMT
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Nope, I just hid it because it was drawing attention away from the sphere. It's there in the model, just not exported.

Subject: Renegade Alert Iron Curtain
Posted by Madtone on Tue, 24 Feb 2004 22:29:00 GMT
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Might just be me, but maybe the actual poles that hold up the sphere look too weak to hold the weight of the sphere itself.

Maybe thinken them up a bit to not look as plastic or as flimsy.

Also maybe lighten up the the actual poles too, make them look more like light titanium. Give them that "cannot be bent or broken" look to them.

Just my opinion

Subject: Renegade Alert Iron Curtain
Posted by IRON FART on Tue, 24 Feb 2004 23:40:00 GMT
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Is the pink area just a sphere with a texture or is there a slight glow in that pic already? And that is a Niiiiiice texture on it.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Tue, 24 Feb 2004 23:42:29 GMT
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Geosphere with emissive texture.

Subject: Renegade Alert Iron Curtain
Posted by martes86 on Wed, 25 Feb 2004 00:38:36 GMT
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Nice thing, I like it. Will the sphere have that colour all the time, or it will be dark when recharging?

Subject: Renegade Alert Iron Curtain
Posted by OrcaPilot26 on Wed, 25 Feb 2004 01:53:46 GMT
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MAybe he could give it a pulsating effect, so it gets lighter, then darker, then lighter, then darker using a texture with the "multiply" blend mode and linear offest. I also think it should a "reflection" on it like the radar dome.

Subject: Renegade Alert Iron Curtain
Posted by Ferhago on Wed, 25 Feb 2004 02:56:08 GMT
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FYI the sphere is not that heavy. In game it looks like its made out of stained glass. But it looks cool. Very art deco

---

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Wed, 25 Feb 2004 03:39:25 GMT
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it took you 6 hours to make that? I thought you could do better.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Wed, 25 Feb 2004 04:20:30 GMT
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Might be nice if you list what's wrong with it, instead of giving me a generic "I thought you could do better."

I, along with others, think it looks great. I'm not done with it, either.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Wed, 25 Feb 2004 04:27:55 GMT
View Forum Message <> Reply to Message

AircraftkillerMight be nice if you list what's wrong with it, instead of giving me a generic "I thought you could do better."

I, along with others, think it looks great. I'm not done with it, either.

for 6 hours you got a whole lot of nothing.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Wed, 25 Feb 2004 04:29:06 GMT
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...Right.

That really didn't make much sense.

Subject: Renegade Alert Iron Curtain
Posted by Blazer on Wed, 25 Feb 2004 04:32:25 GMT
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How about some constructive critisism instead of random bashing.

Heres mine:

In that pic the supports look more like steel or titanium...yours are black, and seem to be thinner. How about a sample of it with thicker beams that are more steel-looking.   In the pic too the sphere is darker, is that because it pulses with light or what?

Subject: Renegade Alert Iron Curtain
Posted by IRON FART on Wed, 25 Feb 2004 04:52:48 GMT

I'd make the beams thicker too, but wouldn't change anything else.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Wed, 25 Feb 2004 05:15:48 GMT

I'm going to change the texture of the beams to a lighter one, the current one is temporary.

Their thickness won't change. Cross-referenced with the video, and the game, it's exactly the same... Or very close.

The sphere has a scrolling texture that's emissive, so it doesn't look dark, even when it's dark outside.

Edit: Changed all that, fixed some small issues with the sphere, added reflectivity mapping to it along with changing the beam texture.

Subject: Renegade Alert Iron Curtain
Posted by Alkaline on Wed, 25 Feb 2004 05:32:54 GMT

Looks like crap,
Blocky and ugly, and wtf is with the "HOT PINK" color of the ball? :rolleyes:

Subject: Renegade Alert Iron Curtain
Posted by drunkill on Wed, 25 Feb 2004 05:42:11 GMT

yeah looks good... but yeah the poles are to thin, but seeming you wont change it i can live with it.

and anyway we all knwo that it will be redone in 995 or 996 lol

---

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Wed, 25 Feb 2004 06:42:45 GMT

Why is it "hot pink?"

Probably because it was in Red Alert, dumbass.

How can it be blocky when it has 18 sides, and the sphere itself is made of a lot more than that?

Subject: Renegade Alert Iron Curtain
Posted by --oo00o00oo-- on Wed, 25 Feb 2004 10:08:14 GMT
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too blocky? have u noticed the trees by Westwod? a four-sided tree. it doesnt need to be perfectly round to appear round.

Subject: Renegade Alert Iron Curtain
Posted by Blazer on Wed, 25 Feb 2004 18:50:20 GMT
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Now they look the same color as the base...make the base contrast a bit like in the mini pic

---

Subject: Renegade Alert Iron Curtain
Posted by Slash0x on Fri, 27 Feb 2004 04:44:14 GMT
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Instead of changing the pole size, maybe change the texture of the sphere by making it see-through so it has the lighter weight look. Just a suggestion...

Subject: Renegade Alert Iron Curtain
Posted by Oblivion165 on Fri, 27 Feb 2004 05:04:24 GMT
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Its never good enough for them is it ACK. Public shreds everything apart. I think it looks awsome, id like to see more of it in action.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Fri, 27 Feb 2004 06:14:59 GMT
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Aircraftkiller...Right.

That really didn't make much sense.

Well then you need to go back to 4th grade and learn reading comprehension.

Does that 6 hours include your 5 hour and 45 minute break?

Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Fri, 27 Feb 2004 13:50:59 GMT
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Nodbugger, you are a fucking forum troll.

Quote:for 6 hours you got a whole lot of nothing.

Lol, you of all people can't tell anyone to learn how to read, you can't even make a complete sentence. :rolleyes:

Why would he need to go back to 4th grade to read that incoherent bull shit that you posted?

Subject: Renegade Alert Iron Curtain
Posted by --oo00o00oo-- on Fri, 27 Feb 2004 14:09:05 GMT
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do u people really need complete sentences to read things? didnt u people learn about context clues? using sentence fragments to find the missing parts.

my suggestions, i think u should.....

make the support beams slightly thicker, the beams the wrap around the sphere slightly thicker. also from comparing the game pics and your render pics, you should either...

make the sphere larger and raise it some or make the base of it smaller in diameter.

becuase in the pic above the angle of the support beams seam to appear steeper than yours.

BTW, what is the current poly count?

Subject: Renegade Alert Iron Curtain
Posted by Alkaline on Fri, 27 Feb 2004 18:19:17 GMT
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puft, I played red alert and it didn't look like that. It was pale red and had lighting around it when it was about to fire.

That looks like a a damn gumball stuck in some tootpicks :rolleyes:

Overall: F grade.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Fri, 27 Feb 2004 19:48:39 GMT
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You played Red Alert, and if you didn't notice, when you used the Iron Curtain it would turn hot pink.

Idiot.

Beam width isn't going to change, not at the moment. It's around 958 polygons.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Fri, 27 Feb 2004 20:39:17 GMT
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Sir PhoenixxNodbugger, you are a fucking forum troll.

Quote:for 6 hours you got a whole lot of nothing.

Lol, you of all people can't tell anyone to learn how to read, you can't even make a complete sentence. :rolleyes:

Why would he need to go back to 4th grade to read that incoherent bull shit that you posted?

Since when does reading equal making complete sentences? Ever hear of finishing a thought? Maybe I should of put 3 periods in front of it?

And what is so incoherant about it? Im not babbling, or writing random letters.

Fugudawaghs itsbe da po0btoon <-- Now that is incoherant

I just still cannot understand what took 6 hours to make that!?! Did you draw every single poly???

Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Fri, 27 Feb 2004 20:40:58 GMT
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Um, I have Red Alert on right now, and the ball stays black the entire time, while charging, when ready and when used.

Alkaline, you are completely and utterly wrong. The Iron Curtain in that Red Alert movie turned hot pink, even the Iron Curtain's in-game icon shows the ball as hot pink.

Subject: Renegade Alert Iron Curtain
Posted by Slash0x on Fri, 27 Feb 2004 20:45:59 GMT
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Actually, even in ACK's first screenshot has the sphere a black color. If you have a screenshot of it red, pink, whatever, then that would prove it.

Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Fri, 27 Feb 2004 20:55:05 GMT
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Quote:I just still cannot understand what took 6 hours to make that!?! Did you draw every single poly???

Let's see.. Creating the ball, tracing the ball accurately to create the rings(with a box and extruding it, or with a tube with the correct sides, or whatever he used), creating the supports to look right, creating the boxes/tubes for the base, combining everything, welding vertices, poly cutting, and other misc. things, then UVW mapping the building, arranging all of the parts of the UVW map, than creating the texture BY HAND (not cutting/pasting pixelated images like you to create a skin), applying this texture and than taking it all into gmax/whatever to add the pulsating effects and shinyness etc.

(and maybe some more time to go back and do some modifications because a part doesn't look right, etc.)

Quote:Actually, even in ACK's first screenshot has the sphere a black color. If you have a screenshot of it red, pink, whatever, then that would prove it.

and...

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Fri, 27 Feb 2004 20:58:55 GMT
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tthat still shouldnt take 6 hours. And ack doesn't draw his own textures.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Fri, 27 Feb 2004 21:15:05 GMT
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How do you know? I've made plenty of my own textures.

Like this:

Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Fri, 27 Feb 2004 21:25:41 GMT
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NodbuggerAnd ack doesn't draw his own textures.

How the hell would you know? That's right, you don't, and there is no way for you to know unless you can actually find a texture for download or whatever somewhere that matches his. You are so fucking ignorant. (Plus, you don't make your own textures, you just copy/paste images of guns and whatnot into your textures, so you have no room to talk.)

Subject: Renegade Alert Iron Curtain
Posted by Gernader8 on Fri, 27 Feb 2004 21:37:04 GMT
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Nodbugger
Fugudawaghs itsbe da po0btoon <-- Now that is incoherant

No thats Fugudawaghs itsbe da po0btoon.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Fri, 27 Feb 2004 23:07:57 GMT
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1100 polys took and about 30 minutes. All textures made with 3dsmax.

(And I made textures out of pictures. I edited them to make them look more texturish.) And just because I can't doesn't mean I can't say whether they are good or bad or whatever)

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Fri, 27 Feb 2004 23:08:57 GMT
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AircraftkillerHow do you know? I've made plenty of my own textures.

Like this:

I seriously doubt you drew that pixel by pixel.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Sat, 28 Feb 2004 00:08:20 GMT
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And that Iron Curtain looks like shit, too. It just barely resembles the images shown here from the game.

If you're going to try and show people up, the least you can do is try?

Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Sat, 28 Feb 2004 02:08:42 GMT
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Nodbugger

1100 polys took and about 30 minutes. All textures made with 3dsmax.

(And I made textures out of pictures. I edited them to make them look more texturish.) And just because I can't doesn't mean I can't say whether they are good or bad or whatever)

Lol, that looks fucking retarded.

That's pathetic, it took you 30 minutes to make some retarded little thing that barely looks like the Iron Curtain and isn't even close to being as good as this Iron Curtain, plus you didn't even create the textures, you just assigned the textures in 3dsmax. Lol... :rolleyes:

Subject: Renegade Alert Iron Curtain
Posted by warranto on Sat, 28 Feb 2004 02:35:35 GMT
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ok.. lets compare them:

the winners are:

The base of the structure - ACK
The supports - ACK
The Ball - ACK

*Desisions were based on overall allure and elegance of the object in quesiton.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Sat, 28 Feb 2004 03:03:59 GMT
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Well those are 3 unbiased sources. Im sure if I took 6 hours to make it it might be better.

Quote:And that Iron Curtain looks like shit, too.LOL

Subject: Renegade Alert Iron Curtain
Posted by maytridy on Sat, 28 Feb 2004 03:36:41 GMT
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warrantook.. lets compare them:

the winners are:

The base of the structure - ACK
The supports - ACK
The Ball - ACK

*Desisions were based on overall allure and elegance of the object in quesiton.

If you can't spell decisions, you shouldn't be judging a 3d object at all.

Subject: Renegade Alert Iron Curtain
Posted by Infinint on Sat, 28 Feb 2004 03:39:30 GMT
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Omfg lol.

How could any one in the right mind think ACK's or even that other guys is good? Look how thin

decision ACK's is the better one but it still needs work.

Subject: Renegade Alert Iron Curtain
Posted by Infinint on Sat, 28 Feb 2004 03:43:10 GMT
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[quote="maytridy"]warrantoIf you can't spell decisions, you shoulnd't be judging a 3d object at all.
Try using spell check on yourself before you start insulting other people about pointless spelling
errors.

Subject: Renegade Alert Iron Curtain
Posted by maytridy on Sat, 28 Feb 2004 04:05:19 GMT
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Except that was a simple tying error that was made because I was in a hurry. Typing "desisions"
is not.

Subject: Renegade Alert Iron Curtain
Posted by warranto on Sat, 28 Feb 2004 04:10:15 GMT
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Never stated either was done to specifications, as I haven't played Red Alert in a while, nor have
access to the blueprints for one. All I was comparing was how each one looked, compared to
each other.

And maytridy; it's called a lightbulb, not a light bulb.
Shouldn't you be worrying about the topic at hand anyways?

Edit for your reply: take a look at the keyboard. Notice the proximity of 'S' to 'C'?

Subject: Renegade Alert Iron Curtain
Posted by maytridy on Sat, 28 Feb 2004 04:17:28 GMT
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Lightbulb? What are you talking about?

Yes, I do realize the proximity. My bad...I'm not going to argue about it.

Subject: Renegade Alert Iron Curtain
Posted by warranto on Sat, 28 Feb 2004 04:24:28 GMT
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maytridyLightbulb? What are you talking about?

http://www.renforums.com/viewtopic.php?t=9045

Subject: Renegade Alert Iron Curtain
Posted by Genocide on Sat, 28 Feb 2004 04:35:58 GMT
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Nodbuggers one definatly is better for the thickness of the sphere binds, AirK you need to improve on the thickness and from what i can see the texture on the binds doesn't look seemless to me.

Subject: Renegade Alert Iron Curtain
Posted by maytridy on Sat, 28 Feb 2004 05:00:17 GMT
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warrantomaytridyLightbulb? What are you talking about?

http://www.renforums.com/viewtopic.php?t=9045

What does that have to do with me??

Subject: Renegade Alert Iron Curtain
Posted by warranto on Sat, 28 Feb 2004 05:13:18 GMT
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Quote:27 to point out spelling/grammar errors in posts

Nothing to worry about though. Subject has been dropped.

Subject: Renegade Alert Iron Curtain
Posted by --oo00o00oo-- on Sat, 28 Feb 2004 06:13:41 GMT
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---

wtf people? u all need to be smacked. this is about ACK's Iron Curtain, not about to correctly spelling a word. Although ACK does not help "others" in the quest to improve, we should not follow his lead. look at the topic. read the post. reply to the subject at hand.

Subject: Renegade Alert Iron Curtain
Posted by Oblivion165 on Sat, 28 Feb 2004 06:37:52 GMT
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Let the man have his model, untill you produce one better, just let it be, its perfectly fine as it is.

Subject: Renegade Alert Iron Curtain
Posted by Infinint on Sat, 28 Feb 2004 07:07:22 GMT
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One improvment and I'll be happy. Make the legs bigger like it is suppos to be.

Subject: Renegade Alert Iron Curtain
Posted by Blazer on Sat, 28 Feb 2004 10:12:31 GMT
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Can this thread get any more offtrack?

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Sat, 28 Feb 2004 15:51:32 GMT
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BlazerCan this thread get any more offtrack?

yes.

Subject: Renegade Alert Iron Curtain
Posted by Laser2150 on Sat, 28 Feb 2004 16:28:25 GMT
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NodbuggerBlazerCan this thread get any more offtrack?

yes.

Thats hidous, that thing looks like its in fear of falling over. :rolleyes:
It doesn't even look like round anymore.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Sat, 28 Feb 2004 16:54:38 GMT
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Laser2150NodbuggerBlazerCan this thread get any more offtrack?

yes.

Thats hidous, that thing looks like its in fear of falling over. :rolleyes:
It doesn't even look like round anymore.

its just the angle. Every thing is circular and centered. atleast mine isnt anorexic.

Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Sat, 28 Feb 2004 17:00:42 GMT
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Lol, Nodbugger that still looks like shit.

ACK's Iron Curtain looks many times better.

Ok, lets list everything wrong with them...

Yours: There's supposed to be ONLY 1 bend in the legs, not 2; The top of the base is supposed to be flat; The legs are still too far apart; Lack of texture on the ball and legs (They're just a solid color with only a slight variance); The red color of the ball is too bright, it's supposed to be hot pink; The supports/legs are supposed to be darker.

ACK's: Compared to the movie screenshot, the legs are too far arpart, but compared to the icon, they're not; Supports/legs are too thin, they should be thicker; Base needs to be darker.

Lets see, 6 errors in yours, vs 2 maybe 3 errors in ACK's. :rolleyes:

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Sat, 28 Feb 2004 17:39:16 GMT
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and mine is easily fixed with textures. Acks would need to be totally remade.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Sat, 28 Feb 2004 17:42:29 GMT
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Since you obviously know so much about 3D art... :rolleyes:

Subject: Renegade Alert Iron Curtain
Posted by --oo00o00oo-- on Sat, 28 Feb 2004 18:18:55 GMT
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NodbuggerSir PhoenixxLol, Nodbugger that still looks like shit.

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Lets see, 6 errors in yours, vs 2 maybe 3 errors in ACK's. :rolleyes:

and mine is easily fixed with textures. Acks would need to be totally remade.

not to take sides here but.....

how do u fix..going from 3 segments to 2 segments in the support beams and flatenning out the base...with fixing textures?

Subject: Renegade Alert Iron Curtain
Posted by florIDIOT on Sat, 28 Feb 2004 18:58:37 GMT
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Cheri-00's.. nice signature, can you teach me about MSpaint sometime?

AircraftKiller or U.S.MinnowKiller.. whatever your highness calls your gayself..
Ok 3 Things real quick.

1. It took you 6 hours to make a "geosphere", 4 cylinders, an extruded spline shape, and 3 poles that you could have duplicated? Were you using 3DStudio DOS? .. 30 minutes to an hour.. an hour tops.. Nodbugger proved that you're slow.. very slow. All he had to do was waste 20 more seconds using a smoothing group.

2. Your 512x512 texture proving that what?.. You can use the clone tool? You can take a texture map from another game and edit it? you can make maps that don't look like anything? Bravo.. you should get a job as a skinner for EA .. or a texture artist at Dreamworks with a portfolio filled with crap like that! .. This is a blazing example why they should kill people who get pirated software and have no idea how to use it. You offend the people who spent their money to it for professional reasons.

3.Lastly. I don't get it.. How do you get a big ball of pink gayness into an Iron Curtain?.. its not even iron.. or a curtain.. Its a "geosphere" attached to some poles.. stupid n00b

Nothing like the quibbling of amateur at best 3d artists while drinking some coffee, I must thank all of you for making my morning. continue your feverish preenings over polygons.

Subject: Renegade Alert Iron Curtain
Posted by Nodbugger on Sat, 28 Feb 2004 19:06:05 GMT
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--oo00o00oo--NodbuggerSir PhoenixxLol, Nodbugger that still looks like shit.

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Yours: There's supposed to be ONLY 1 bend in the legs, not 2; The top of the base is supposed to be flat; The legs are still too far apart; Lack of texture on the ball and legs (They're just a solid color with only a slight variance); The red color of the ball is too bright, it's supposed to be hot pink; The supports/legs are supposed to be darker.

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and mine is easily fixed with textures. Acks would need to be totally remade.

not to take sides here but.....

how do u fix..going from 3 segments to 2 segments in the support beams and flatenning out the base...with fixing textures?

because all I have to do is move polygons. And that take a whole 1 click/drag.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Sat, 28 Feb 2004 19:57:45 GMT
View Forum Message <> Reply to Message

florIDIOTCheri-00's.. nice signature, can you teach me about MSpaint sometime?

AircraftKiller or U.S.MinnowKiller.. whatever your highness calls your gayself..
Ok 3 Things real quick.

1. It took you 6 hours to make a "geosphere", 4 cylinders, an extruded spline shape, and 3 poles that you could have duplicated? Were you using 3DStudio DOS? .. 30 minutes to an hour.. an hour tops.. Nodbugger proved that you're slow.. very slow. All he had to do was waste 20 more seconds using a smoothing group.

2. Your 512x512 texture proving that what?.. You can use the clone tool? You can take a texture map from another game and edit it? you can make maps that don't look like anything? Bravo.. you should get a job as a skinner for EA .. or a texture artist at Dreamworks with a portfolio filled with crap like that! .. This is a blazing example why they should kill people who get pirated software and have no idea how to use it. You offend the people who spent their money to it for professional reasons.

3.Lastly. I don't get it.. How do you get a big ball of pink gayness into an Iron Curtain?.. its not even iron.. or a curtain.. Its a "geosphere" attached to some poles.. stupid n00b

Nothing like the quibbling of amateur at best 3d artists while drinking some coffee, I must thank all of you for making my morning. continue your feverish preenings over polygons.

I think your forum nickname shows a lot for your mentality.

1. It took six hours because finding the proper edges to create the bars from the geosphere wasn't a simple process. Sure, I could have taken it and made it quick like NodRetard did... I believe in quality, not how fast something can be made.

2. Actually, my texture shows how easy it is to make a rock texture from Photoshop's cloud rendering and lighting effects. It took 15 minutes to do, after some filtering. Since you seem to know so much about professional software, why didn't you spot the cloud pattern in the rock? Fucking idiot.

3. Why don't you take that up with Westwood Studios or Electronic Arts? Looks just like the images from Red Alert. Since you don't like that structure from the game, what the fuck was the point of posting anything here?

4. Quote:Nothing like the quibbling of amateur at best 3d artists while drinking some coffee, I must thank all of you for making my morning. continue your feverish preenings over polygons.

Oooh, the irony of this...

Subject: Renegade Alert Iron Curtain
Posted by florIDIOT on Sat, 28 Feb 2004 20:16:58 GMT
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Thank you Ack Ack, the only irony is that you proved my point to a T.

Ah.. That's what I forgot in my post.. Excellent use of Filters.. no really.. Its hard to push a button.. wow. I'm so Impressed, can you sign my monitor? Oh and the photoshop work on your site is very impressive, oh yeah make me want to hire you right away! Oh and the fact that I didn't see your "cloud" filter, is because the whole thing is garbage.. When the hell have you seen rocks like that? yah fucking martian.

The fact that you defended yourself in saying that you took time to model .. the "Iron Curtain" proves to me that you are nothing but a Third Rate Hack, wanna be Elitist. Who, for as your post proves, think that you are more intellegent, more skilled in modeling or have a cooler hair style then everyone or anyone else on this forum.

Even if you spent 10 hours or a day on it.. It still looks like shit.

As for Westwood Studios.. you're a moron. I never said anything about THEIR structure. If you couldn't tell, I don't like YOUR structure. In fact I don't like anything about you. Your just a brat, plain and simple, your "mod" is pathetic, and your attempts are futile. You don't work well with others, the only people who defend you have their tongue up your ass. That's why you lay phone line. Were you picked on as a kid in highschool, and feel that you have to vent your teen angst here? jeez time to close this.

Oh and for the name.. florIDIOT.. ahh what a great Jab.. really.. Careful with that joke sunny.. its an antique. I'm suprised you didnt get it since your from here, Dumbass.

To quote the Master Modeler - "I believe in Quality"
To quote someone who doesn't care "I believe you should have been analy absorbed, now go back to watching pokemon"

Quote:Thank you Ack Ack, the only irony is that you proved my point to a T.

How so?

Quote:Ah.. That's what I forgot in my post.. Excellent use of Filters.. no really.. Its hard to push a button.. wow. I'm so Impressed, can you sign my monitor? Oh and the photoshop work on your site is very impressive, oh yeah make me want to hire you right away! Oh and the fact that I didn't see your "cloud" filter, is because the whole thing is garbage.. When the hell have you seen rocks like that? yah fucking martian.

Oh? So now you're changing your attack from "You used clone brush" to "the entire thing looks like crap."

Explain to me how I would use a clone brush to create a rock texture? How can you clone brush the cloud render and come up with that?

I've seen rocks with crevices and such, just like that, down my street by the beach... Water erodes the rocks, creates that effect. Try going outside?

Quote:The fact that you defended yourself in saying that you took time to model .. the "Iron Curtain" proves to me that you are nothing but a Third Rate Hack, wanna be Elitist. Who, for as your post proves, think that you are more intellegent, more skilled in modeling or have a cooler hair style then everyone or anyone else on this forum.

Irony again. Lets switch what you wrote around and apply it to you.

"The fact that you defended your previous statements proves to me that you're nothing but a Third Rate Hack, a wannabe Elitist. Who, for as your post proves, thinks that you're more intelligent and more skilled in modeling, or have a cooler hair style than everyone or anyone else on this forum."

That's... Odd, isn't it? Sounds just like you...

Quote:Even if you spent 10 hours or a day on it.. It still looks like shit.

Says you and NodRetard... I don't know you and I don't know him, so explain to me why your opinion is going to affect my life or my game outside of this forum.

Quote:As for Westwood Studios.. you're a moron. I never said anything about THEIR structure. If you couldn't tell, I don't like YOUR structure. In fact I don't like anything about you. Your just a brat, plain and simple, your "mod" is pathetic, and your attempts are futile. You don't work well with others, the only people who defend you have their tongue up your ass. That's why you lay phone line. Were you picked on as a kid in highschool, and feel that you have to vent your teen angst here? jeez time to close this.

And your comments were based off it "not looking like an Iron Curtain," which means that the one

from WS must not look like an "iron curtain" either... Because they both look very similar. Can you keep consistent with your replies?

I've got an idea of who you are, too... I'll ask Crimson to run an IP check just to make sure.

Quote:Oh and for the name.. florIDIOT.. ahh what a great Jab.. really.. Careful with that joke sunny.. its an antique. I'm suprised you didnt get it since your from here, Dumbass.

Uhm... Congratulations?

Subject: Renegade Alert Iron Curtain
Posted by florIDIOT on Sat, 28 Feb 2004 21:15:17 GMT
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Plays worlds smallest violin.

You think you know who I am?.. wow get a life kid, It's over.

Oh no.. don't ban me from a forum for a game I don't play..

You should learn some humility and honor from people like oo00o00oo who aren't assholes like you. Take criticism like a man, not a sniveling kid. And if all I said really makes you change, then wow, you really are a loser.

This is the part where I leave and never post again, and you try and edit my post to make me look like a fool to the people who think your cool. Fuck If I care. You'll still be a lil' bitch.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Sat, 28 Feb 2004 21:31:46 GMT
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This is getting funnier... You come in, talk shit, and expect me to do what? Take it like a man? I don't let candy-assed bitches push me around. What the fuck are you going to do to me? Oh no, you're writing mean words on a forum, I'm not taking it like a man...

lol, you're great. Like I'm going to change because some self-proclaimed person with a "life" tells me all about how I suck.

You have fun wasting your time, champ?

Subject: Renegade Alert Iron Curtain
Posted by florIDIOT on Sat, 28 Feb 2004 21:57:40 GMT
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Did I have fun wasting my time, Yes it was time well spent. I found a 3D artist I'm gonna hire, and I found you, an asshole. And nothing's more fun then pissing off a very stupid asshole. .. I fart in general direction.

Subject: Renegade Alert Iron Curtain
Posted by Aircraftkiller on Sat, 28 Feb 2004 22:15:26 GMT
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Quote:This is the part where I leave and never post again,

:rolleyes:

Can't keep to your word, I see. Who are you to talk about honor or and humility when you can't even do that?

Subject: Renegade Alert Iron Curtain
Posted by Dante on Sat, 28 Feb 2004 22:19:01 GMT
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well, this topic went to hell, but here are my opinions.

the iron curtain looks like something that took about 5 hours too long, and yet at the same time... about 2 hours too less...

the ball & ball effect look good (i have seen the w3d), the base looks good, although i hope a steam emitter will be attached while it is working to give the effect of it working properly & shut off upon death, but thats not acks job.

the supports... while in the correct positions (to my best eye's detail), they look like shit, they are skinny little supports that bleed through the ball all over the place.

Subject: Renegade Alert Iron Curtain
Posted by Gernader8 on Sat, 28 Feb 2004 23:05:23 GMT
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This topic has gone way passed hell Dante, it is in like Martha Stewart hell now.

Subject: Renegade Alert Iron Curtain
Posted by Blazer on Sat, 28 Feb 2004 23:21:00 GMT

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florIDIOTOh no.. don't ban me from a forum for a game I don't play..If you don't play the game, then why are you here dealing out insults, especially in regards to game-specific things, like why the object is called an iron curtain (that's what its called in the game)?

florIDIOTThis is the part where I leave and never post againSince so far the bulk of your posts have been foul language attacks, then good riddance. It seems pretty obvious to me that "florIDIOT" is just a smurf account so that someone can stir up trouble without getting their normal account banned. :rolleyes:

Subject: Renegade Alert Iron Curtain
Posted by SuperFlyingEngi on Sat, 28 Feb 2004 23:24:12 GMT

Ooh Ooh!

Blazer, look at his IP address, just like in the Politics forums.

Subject: Renegade Alert Iron Curtain
Posted by Blazer on Sat, 28 Feb 2004 23:30:00 GMT

I allready did