
Subject: [Model Replacement] Tiberium Wars Crate
Posted by [crazfulla](#) on Sat, 20 Jun 2009 22:55:51 GMT
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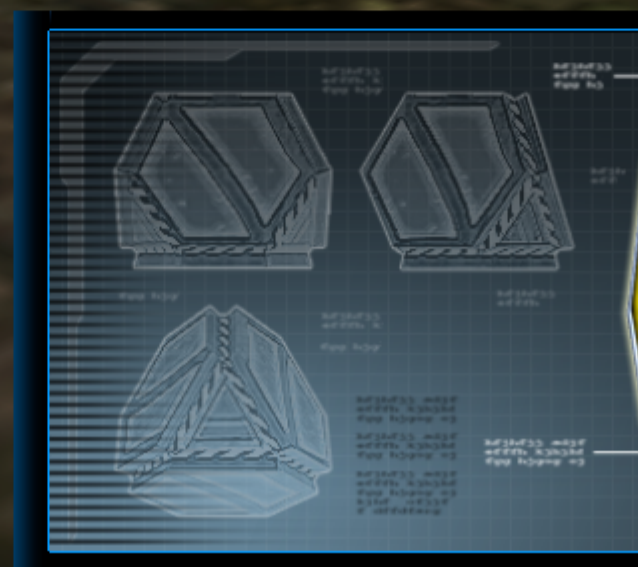
SCREENY

I fell in live with the C&C3 vehicle skins everyone was making and decided to contribute somthing in return. Two w3d files included to replace both the yellow and the metal crates.

Doesn't it look seksi with teh bl00m?

File Attachments

1) [cnc3_crate.png](#), downloaded 824 times



2) [cnc3_crate.rar](#), downloaded 132 times

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [slosha](#) on Sat, 20 Jun 2009 22:58:24 GMT
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very nice!

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [Player](#) on Sat, 20 Jun 2009 23:45:18 GMT
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Well done! I love it

*downloading

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [ArtyWh0re](#) on Sun, 21 Jun 2009 00:00:55 GMT
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Nice 1, love it.

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [Omar007](#) on Sun, 21 Jun 2009 00:05:49 GMT
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Player wrote on Sun, 21 June 2009 01:45Well done! I love it

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Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [marcin205](#) on Sun, 21 Jun 2009 00:55:10 GMT
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nice

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [Jeroenganges](#) on Sun, 21 Jun 2009 06:32:30 GMT
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downloading thank you.

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [F1r3st0rm](#) on Sun, 21 Jun 2009 06:39:39 GMT
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pretty cool

now someone has to make a ra3 one for jokes

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [kill](#) on Sun, 21 Jun 2009 07:55:54 GMT
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F1r3st0rm wrote on Sun, 21 June 2009 01:39pretty cool

now someone has to make a ra3 one for jokes

working on it

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [ErroR](#) on Sun, 21 Jun 2009 10:26:48 GMT
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nice one, but is it the screen shot or it's too big

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [crazfulla](#) on Sun, 21 Jun 2009 11:32:36 GMT
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ErroR wrote on Sun, 21 June 2009 05:26nice one, but is it the screen shot or it's too big
I don't think its too big. The metal crate (which is originally a veh blocker) is 2m tall and so is this. I think it only looks big there because I got right up close to it and used 1st person view to take the image. Try it ingame and see what you think.

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [Dreganius](#) on Mon, 22 Jun 2009 07:46:58 GMT
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Great work, Crazfulla! Glad to see you like the Nod Light Tank

Do you mind if I just slightly edit the textures and release them to make them.. More true?

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [crazfulla](#) on Wed, 14 Sep 2011 12:55:27 GMT
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Just wanted to say this model is being rejected by the TT / 4.0 patch, if server owners who run it could install this on their server to say it's ok would be greatly appreciated.

Also dreggy if you're still around, and feel the need, go for it.

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [zunnie](#) on Tue, 27 Sep 2011 04:33:29 GMT
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gr8cr8

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [Canadacdn](#) on Sat, 01 Oct 2011 18:35:01 GMT
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It could be improved quite a lot if you added a simple reflect to the metal, and dirtied up the yellow texture a bit.

Subject: Re: [Model Replacement] Tiberium Wars Crate
Posted by [crazfulla](#) on Tue, 04 Oct 2011 00:27:26 GMT
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Me? I am done with it. If you want to, be my guest.
