
Subject: Possible hummer/buggy replacement
Posted by [Covert Rednekt](#) on Sun, 16 Mar 2003 19:33:16 GMT
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i just drew up a rough sketch of a model that i would think would be pretty cool to see driveing around in say, C&C_city and i have a pic here.my hand writing and drawing isn't all too good so please take that into count when u post...

Subject: Possible hummer/buggy replacement
Posted by [Covert Rednekt](#) on Sun, 16 Mar 2003 19:36:06 GMT
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ummm yeah, if you guys like this idea, can we have someone make this, seeing as i am not a very good moddler at all(never even tried makin one yet) :oops:

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Sun, 16 Mar 2003 19:56:08 GMT
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So, a truck with no wheels with a mounted water gun.

You can make this yourself... It would be a good way to learn how to model.

Subject: Possible hummer/buggy replacement
Posted by [Covert Rednekt](#) on Sun, 16 Mar 2003 20:08:07 GMT
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i a pic of the wheels next to it, and where would i get GOOD tutorials andthe utilities to make it? and where would i get a certain tutorial to be a replacment model andSO MANY QUESTIONS!!

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Mon, 17 Mar 2003 01:14:04 GMT
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Search on google for gmax tutorials, renegade tuts, etc.

You can get the Renegade Public Tools off of one of a number of renegade fan/download sites.

Subject: Possible hummer/buggy replacement
Posted by [Havoc 89](#) on Mon, 17 Mar 2003 03:18:08 GMT
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This is the perfect tutorial for beginners

Subject: Possible hummer/buggy replacement
Posted by [Covert Rednekt](#) on Mon, 17 Mar 2003 19:32:49 GMT
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..you guys don't think it's worth your time or you just want to see how a n00b to the arts of modeling can do? just wondering cause i've seen great things come from people lieke....pheonix....thats about all i can think of right now casue i saw his name

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Tue, 18 Mar 2003 01:38:37 GMT
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If you have someone else make it for you, how would you learn?

Subject: Possible hummer/buggy replacement
Posted by [General Havoc](#) on Tue, 18 Mar 2003 17:23:40 GMT
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I think it would be a good idea, also as Sir Pheonix said, a great way to learn how to model vehicles. Havoc posted a link to a tutorial <http://www.renegade.eqvaliser.com/tutorials.asp> . You should be able to read it, the spelling and the layout of it is not up to scratch but there is some useful information in them.

_General Havoc

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Sat, 29 Mar 2003 18:33:39 GMT
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cough bump *cough*
come on guys help him i think this would be cool

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Sat, 29 Mar 2003 23:45:40 GMT

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come on guy some who CAN model make this!!! please! this would be cool hee hee imagine seein a groupd of these freakin things come tearing down the bridge of C&C_City shooting at you and waste you that would be cool come on Sir Phoenixx you got TALENT and SKILL and EXPERIENCE please

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Sun, 30 Mar 2003 02:20:36 GMT
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Alright, give me a working link to that picture (and or a better picture than that, using a ruler this time...), and I'll think about it.

Subject: Possible hummer/buggy replacement
Posted by [Covert Rednekt](#) on Sun, 30 Mar 2003 04:41:51 GMT
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...still not a "perfect" drawing, but thank you for at least considering to do this.

NOTE: yeah i know that i changed stuff, it looks better now at least right?

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Sun, 30 Mar 2003 04:48:19 GMT
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yeah it does look better, at least from what i remember,(the original isn't up anymore) :rolleyes:

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Sun, 30 Mar 2003 12:41:42 GMT
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Well...

You just want a pickup truck with a large mounted machine gun in the back right?

Subject: Possible hummer/buggy replacement
Posted by [Nightma13](#) on Sun, 30 Mar 2003 12:50:52 GMT
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hhmm wait dat truck looks kinda like the GLA technical from generals brb im gfonna get a pic of it

Subject: Possible hummer/buggy replacement
Posted by [Nightma13](#) on Sun, 30 Mar 2003 13:08:47 GMT
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got it 1 is a picture of wat the technical looks like from in game and the other is wat it looks like from the build bar

Subject: Possible hummer/buggy replacement
Posted by [Covert Rednekt](#) on Sun, 30 Mar 2003 14:38:51 GMT
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yeah basically a pick-up with a mounted machine gun, and it IS kind of a strange resemblance to the GLA truck.... :twisted:

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Sun, 30 Mar 2003 15:22:59 GMT
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lol if you guys DO make it, call oit GDI Technical

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Sun, 30 Mar 2003 17:07:11 GMT
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I'll do it, just give me a little time.

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Sun, 30 Mar 2003 17:24:30 GMT
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YAY!!!!!!! :mrgreen: :yell:
now i add you to my sig of important peeps

Subject: Possible hummer/buggy replacement
Posted by [Nightma13](#) on Sun, 30 Mar 2003 21:22:44 GMT
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bump

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Mon, 31 Mar 2003 03:12:02 GMT
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sets up for the bump...and, IT'S GOOD WE HAVE A BUMP!!!
hee hee i got a version of a truck myself now
still can't bone it though NEED TUTS.
how long would it take for you to make this, and make it good, Sir Phoenixx?

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Mon, 31 Mar 2003 13:45:04 GMT
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A few days... 1-2 hours a day...

Should be done before the end of this week, depends on how busy I am.

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Tue, 01 Apr 2003 22:44:00 GMT
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so hows the lil replace coming along sir?

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Wed, 02 Apr 2003 02:58:58 GMT
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Just started on it...

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Wed, 02 Apr 2003 11:30:35 GMT
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meh as long as it's done by next weekend

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Wed, 02 Apr 2003 13:29:23 GMT
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Lol.. Getting a little impatient? It's only been 1 day since I said I was going to do it.

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Wed, 02 Apr 2003 18:56:16 GMT
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i know...BUT IT SEEMS LIKE FOREVER :rolleyes: ow ell good things come to those who wait...

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Fri, 04 Apr 2003 18:59:36 GMT
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so....i suppose it is LOOKING like a gang obliterating nod/gdi pick up with a gun mounted on it yet, is it?

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Sat, 05 Apr 2003 03:55:39 GMT
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Ok, I've been trying to save that picture of the gla pickup truck above, but it won't work. It says it's got a wrong header and isn't a valid .jpg when I try to view it. It appears to be something wrong with the imagefetch.php thing, it thinks the image is a php file. Could you send that image to me via e-mail? Thank you...

I did do the machine gun however...

This is the Browning M2 .50cal, this is what will be mounted in the bed of the truck. I tried to keep it very low poly (but enough detail that a skin could do the rest) since nothing except for maybe the barrel and the top of the gun would only be seen once in a while by the driver (and only the barrel/top/back of the gun would be seen by the gunner, but from a little distance, and when outside of the vehicle you won't notice that detail unless you're standing right beside the vehicle.). I still need to tweak the sizes/widths/lengths of some of the parts a little though.

Screenshot

All references used: The real deal

I found a picture of the .50cal with a shield mounted on it
(http://planetcnc.com/phx/stuff/MACHINEGUN_2.jpg), do you think this should be on it?

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Sat, 05 Apr 2003 14:24:33 GMT
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I've worked on it some more and it's pretty much finished now...

I added the belt, the case of ammo, and resized some of the parts...

The Screenshots: http://planetcnc.com/phx/stuff/50CAL_2.jpg,
http://planetcnc.com/phx/stuff/50CAL_3.jpg

I finally got the picture downloaded, thanks to Nightma11... I'll start that shortly, should be finished by Sunday.

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Sat, 05 Apr 2003 18:08:58 GMT
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WOW! lo, can't wait to see the truck

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Mon, 07 Apr 2003 11:51:37 GMT
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The truck is almost done. I just have to do the fenders, lights on top, and a little touching up here and there...

Should have some finished screens by the end of today.

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Tue, 08 Apr 2003 01:48:00 GMT
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Ok, I've finished the truck (unless there's anything that needs to be changed)...

Here's the current screens: http://planetcnc.com/phx/stuff/TRUCK_1.jpg, and
http://planetcnc.com/phx/stuff/TRUCK_2.jpg

What do you think?

Subject: Possible hummer/buggy replacement
Posted by [Madtone](#) on Tue, 08 Apr 2003 02:18:09 GMT
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thats preety cool!!

Good job!!

if you want to you can either refrence, build up on or just get ideas from my truck model.....

/me whisks away to ModX to retrieve link!!!

**** 2 mins later ****

ok here it is

<http://modx.renevo.com/showthread.php?s=&threadid=175>

you can edit things on it or just whatever!! hehe

but like i said, Good job!!!

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Tue, 08 Apr 2003 22:20:12 GMT
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looks great , is it applicable INGAME and now we just need to find someone to skin.... :twisted:

Subject: Possible hummer/buggy replacement
Posted by [Sk8rRIMuk](#) on Tue, 08 Apr 2003 22:28:34 GMT
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Predator looks great , is it applicable INGAME and now we just need to find someone to skin....
:twisted:

<http://www.nodnl.net/uvw/index.html>

-SkrRIMuk

Subject: Possible hummer/buggy replacement
Posted by [Sir Phoenixx](#) on Wed, 09 Apr 2003 01:53:11 GMT
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Predator looks great , is it applicable INGAME and now we just need to find someone to skin....
:twisted:

Applicable? You mean is it ready to be put in game? No, someone would have to dot he bones
and that stuff (and the skinning)...

Subject: Possible hummer/buggy replacement
Posted by [Predator](#) on Wed, 09 Apr 2003 22:18:11 GMT
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Quote:Applicable? You mean is it ready to be put in game? No, someone would have to dot he bones and that stuff (and the skinning)...
hmmm so, can anyone around here do that?
