Tiberium mist is located here at Dummy Object > demo level > emitters > tiberium mist > e_low-mist.

But it doesn't seem to work in multiplayer.

Crystals can be found at Tile > DSAPO > DSAPO_Tiberium.

I suggest you only use dsp_Tiberium_Small_Double because all the others have wrong W3D settings and harvesters (and other vehicles) will get stuck on them. So if you wan't to use them you will need to edit them in Gmax, using W3D importer, which may make the textures messed up.