Subject: Interesting... (pictures inside)
Posted by PiMuRho on Fri, 28 May 2004 15:08:47 GMT
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Rar![/url]

Subject: Interesting... (pictures inside)
Posted by KIRBY098 on Fri, 28 May 2004 15:18:12 GMT
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I like. Where did they come from?

Subject: Interesting... (pictures inside)
Posted by PiMuRho on Fri, 28 May 2004 15:20:35 GMT
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They were a gift.

There's more as well. I'll make it all freely available soon.

Subject: Interesting... (pictures inside)
Posted by Oblivion165 on Fri, 28 May 2004 15:25:59 GMT
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that jeep is from the how to right?

Subject: Interesting... (pictures inside)
Posted by PiMuRho on Fri, 28 May 2004 15:30:21 GMT
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Well, that's not where I got it from.

Subject: Interesting... (pictures inside)
Posted by Mad Ivan on Fri, 28 May 2004 16:02:47 GMT
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i think i know where you got them from

Subject: Interesting... (pictures inside)
Posted by Deactivated on Fri, 28 May 2004 16:16:11 GMT
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PiMuRhoThey were a gift.

There's more as well. I'll make it all freely available soon.

From Eric Kearns?

But honestly, what for you would use them unless you're making a mod based on Tiberian Dawn?

Subject: Interesting... (pictures inside)
Posted by PiMuRho on Fri, 28 May 2004 16:22:52 GMT
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You can use it for whatever you want.

I've got a lot of stuff in original 3D Studio format too, if anyone is interested.

Subject: Interesting... (pictures inside)
Posted by Aircraftkiller on Fri, 28 May 2004 17:40:28 GMT
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Sure, toss it up, I'll look at it.

Subject: Interesting... (pictures inside)
Posted by ericlaw02 on Fri, 28 May 2004 17:47:56 GMT
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Bleh, I like it (too)...

Subject: Interesting... (pictures inside)
Posted by Spice on Fri, 28 May 2004 18:45:22 GMT

I wouldnt mind setting that hummer as a extra   Along with any other vehicles you might have.

Subject: Interesting... (pictures inside)
Posted by Mad Ivan on Fri, 28 May 2004 18:47:36 GMT

toss some this way too

Subject: Interesting... (pictures inside)
Posted by PiMuRho on Fri, 28 May 2004 18:55:15 GMT

http://www.tides-reach.co.uk/neale/otherassets.zip

Enjoy.

and thanks to Eric Kearns for providing me with this cool stuff!

Subject: Interesting... (pictures inside)
Posted by Mad Ivan on Fri, 28 May 2004 19:06:37 GMT

9 mbs of assets...cool!

does it feature any infantry?

Subject: Interesting... (pictures inside)
Posted by PiMuRho on Fri, 28 May 2004 19:30:47 GMT

Nope.

Subject: Interesting... (pictures inside)
Posted by Oblivion165 on Fri, 28 May 2004 20:26:38 GMT

oblivion165that jeep is from the how to right?

---

that is just the jeep from the "how to"

Subject: Interesting... (pictures inside)
Posted by TheKGBspy on Fri, 28 May 2004 20:49:03 GMT
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Tanx alot pimurho. and BIG BIG thank for Eric Kearns.
you guys rock.

Model are cool.. indeed. the only problem is there is alot of bug with Z-buffer. Some alpha blend and/or test texture are messed up when looking in w3d.

Subject: Interesting... (pictures inside)
Posted by jonwil on Sat, 29 May 2004 02:11:16 GMT
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always good to see more art to play with

now if ACK would only release some of the art he has

Subject: Interesting... (pictures inside)
Posted by jonwil on Sat, 29 May 2004 02:17:18 GMT
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Is this zip everything you have or is this only the stuff you have in w3d?

Subject: Interesting... (pictures inside)
Posted by PiMuRho on Sat, 29 May 2004 02:28:02 GMT
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It's everything I have. Some stuff is in w3d, but I was mainly interested in the original Max files, so some don't have the corresponding w3d.

Subject: Interesting... (pictures inside)
Posted by Aircraftkiller on Sat, 29 May 2004 03:51:27 GMT
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The Construction Yard is messed up in both the W3D and the Max file. I've pieced it together over the course of an hour, and may construct an interior for it.

Subject: Interesting... (pictures inside)
Posted by sniper12345 on Sat, 29 May 2004 04:16:03 GMT
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jonwilalways good to see more art to play with

now if ACK would only release some of the art he has

I think he already has.

Subject: Interesting... (pictures inside)
Posted by Spice on Sat, 29 May 2004 05:10:03 GMT
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Well it seems Seaman got the models he wanted Anyways

Subject: Interesting... (pictures inside)
Posted by Mad Ivan on Sat, 29 May 2004 08:58:19 GMT
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hmm...its interesting how a lot of Max plugins werent shiped with RenX:

w3d2max.dle
max2w3d.dle
EMESH2.dlm
-This might be the tool they used
NOISE2D.dlt
-Scroll down to "Noise 2D v1.1b" the description fits the one 3DS Returns
COLORCOR.dlt
-Scroll down to "Color Correct".Its the exact same westwood used, since the description in 3DS
Max Specifies this guy as the author of the ColorCor plugin
MULTIRES.dlm
-This might be the tool they used
CAMO.dlt
-I couldnt find the download for the tool

Subject: Interesting... (pictures inside)
Posted by Deactivated on Sat, 29 May 2004 09:20:30 GMT
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EXdeath7Well it seems Seaman got the models he wanted Anyways

I had them before PiMuRho though. But it doesn't matter.

Subject: Interesting... (pictures inside)
Posted by Sanada78 on Sat, 29 May 2004 15:42:36 GMT
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Mad Ivan
CAMO.dlt
-I couldnt find the download for the tool

I think it maybe in this pack:

http://www.trinity3d.com/zip/max2/max2blurpak1.zip

EDIT3: I found them elsewhere.

http://3d.shnet.pl/dl/plugins2x/max2blurpak1.zip

EDIT2: Hmmm, link is dead. Annoying...

EDIT: I noticed in the asset pack that some of the textures are higer res versions of the ones that game with the final release of Renegade. Cement5.tga is a example.

Subject: Interesting... (pictures inside)
Posted by Aircraftkiller on Sat, 29 May 2004 16:17:48 GMT
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Cement5.tga is 256x in both Renegade and that asset package.

Subject: Interesting... (pictures inside)
Posted by Sanada78 on Sat, 29 May 2004 16:25:54 GMT
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You sure?

Using XCC Mixer, I did a search for "cement5.dds" and could only find a 128x128 version.

Maybe there's a larger one in the textures.zip from the Westwood FTP, but I haven't got time to download it again and check.

Subject: Interesting... (pictures inside)
Posted by Mad Ivan on Sat, 29 May 2004 17:39:49 GMT
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btw, have you tried if they work with GmaX or only 3DS?

Subject: Interesting... (pictures inside)
Posted by Spice on Sun, 30 May 2004 06:06:19 GMT
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I tried Gmax , they wouldnt work.. so i just ued 3dsmax

Subject: Interesting... (pictures inside)
Posted by Deactivated on Wed, 02 Jun 2004 19:05:53 GMT
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Bump...*ouch*

Subject: Interesting... (pictures inside)
Posted by icedog90 on Fri, 04 Jun 2004 21:30:00 GMT
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AircraftkillerCement5.tga is 256x in both Renegade and that asset package.

He said Cement5.tga, not Cement5.dds.   :rolleyes:

Subject: Interesting... (pictures inside)
Posted by Aircraftkiller on Fri, 04 Jun 2004 21:54:12 GMT
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It's the same thing, except that Targa files don't MIP map without engine support.