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Subject: C&C Reborn: Umagon

Posted by [Axel / Sugar / Invictus](#) on Mon, 28 Feb 2005 08:54:02 GMT

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Another person has accepted my proposal, and has made prompt work of Umagon for his portfolio, as he searches for a job in the industry, Say hello to Umagon. Ghostalker coming soon!

Everything seen below, is work of Ray Pinit. Resources and such were provided by me.

Concept:

Model: (By request of Renardin, we fitted her with long pants instead, as the plot of most Reborn maps are in harsh and unwelcoming environments.)

---

Subject: C&C Reborn: Umagon

Posted by [Aircraftkiller](#) on Mon, 28 Feb 2005 10:57:32 GMT

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That looks sooo fake...

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Subject: C&C Reborn: Umagon

Posted by [WNxCABAL](#) on Mon, 28 Feb 2005 11:48:56 GMT

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AircraftkillerThat looks sooo fake...

Would you call that constructive criticism?

I think not.

Very good model

---

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Subject: C&C Reborn: Umagon

Posted by [Aircraftkiller](#) on Mon, 28 Feb 2005 12:22:15 GMT

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No, I wouldn't, because it's not meant to be constructive. It's meant to be honest, that looks completely fake.

---

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Subject: C&C Reborn: Umagon  
Posted by [XSilent0X](#) on Mon, 28 Feb 2005 13:10:37 GMT  
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stfu ACK

Good model

---

---

Subject: C&C Reborn: Umagon  
Posted by [Sir Kane](#) on Mon, 28 Feb 2005 13:43:32 GMT  
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AircraftkillerThat looks sooo fake...  
Agreed. The skin looks a way too orange. The hair looks also weird.

---

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Subject: C&C Reborn: Umagon  
Posted by [Sir Phoenixx](#) on Mon, 28 Feb 2005 13:53:23 GMT  
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In the second image the neck doesn't look like it's connected to the body, they either need to be given correct smoothing groups to match the body, or connected to the body with correct smoothing groups.

The vest and the arm pad/straps need to be extruded and made to actually look like they're on her, instead of part of her skin. Also, the arm pad takes up too much space on the arm, and in the drawing it looks like it's supposed to be some gun holster.

It looks alright, it just needs more work.

---

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Subject: C&C Reborn: Umagon  
Posted by [SuperMidget](#) on Mon, 28 Feb 2005 14:53:00 GMT  
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You guys need to understand ACK, he's a perfectionist. There's nothing wrong with demanding perfection.

---

---

Subject: C&C Reborn: Umagon

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Posted by [Jecht](#) on Mon, 28 Feb 2005 15:30:30 GMT

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---

its ok. the structure of the face looks wierd in the first pic under the concept art. look around the edges by the ears, they dont look connected to the face. other than that I like the clothes.

---

Subject: C&C Reborn: Umagon

Posted by [Mick](#) on Mon, 28 Feb 2005 16:05:33 GMT

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AircraftkillerThat looks sooo fake...

You rant on about wanting constructive criticism for your teams work, you even went and shut down the APB modification updates thread for a while because a lot of people pissed you off for doing exactly what you're doing right now, once again why not practice what you preach even though this isn't the APB forum, no reason why you can't be civil for once.

Overall the model looks good, however I think there should more detail added to the face and hair, other than that, looking good.

---

Subject: C&C Reborn: Umagon

Posted by [SuperFlyingEngi](#) on Mon, 28 Feb 2005 16:20:10 GMT

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Good, but not great.

---

Subject: C&C Reborn: Umagon

Posted by [Hav0c](#) on Mon, 28 Feb 2005 16:29:43 GMT

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Sir PhoenixxIn the second image the neck doesn't look like it's connected to the body, they either need to be given correct smoothing groups to match the body, or connected to the body with correct smoothing groups.

The vest and the arm pad/straps need to be extruded and made to actually look like they're on her, instead of part of her skin. Also, the arm pad takes up too much space on the arm, and in the drawing it looks like it's supposed to be some gun holster.

It looks alright, it just needs more work.

What he Said ^

---

---

Subject: C&C Reborn: Umagon  
Posted by [Sir Phoenixx](#) on Mon, 28 Feb 2005 18:31:43 GMT  
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Lol, I just noticed something else... In the drawing the two diamond shaped tiberium crystals on her forehead are attached to a pendant on a string that is wrapped around her hair, and is hanging there. This is missing from the model, with just the two crystals hanging out of her forehead.

---

Subject: C&C Reborn: Umagon  
Posted by [WNxCABAL](#) on Mon, 28 Feb 2005 18:50:52 GMT  
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Yea, also, her ass doesn't look as cute as it does in the render.  
I mean, come on, if you are going to be in 3rd person mode, you got to have a reason to buy that model

And also, the arm band things, in the render it appears that it is like made of 3 segment/parts. But in the Model, it only appears as one big thing.

In all fairness, the low half of the model (apart from the arse ) appears to be good stuff, I just think that the top half needs to be revised.

C Ya

Andy.

---

Subject: C&C Reborn: Umagon  
Posted by [Spice](#) on Mon, 28 Feb 2005 19:07:01 GMT  
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Here are the renders I made that were suppose to be for the news . I cleaned up the mesh some.

---

Subject: C&C Reborn: Umagon  
Posted by [cowmisfit](#) on Mon, 28 Feb 2005 20:00:47 GMT  
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Oh im sorry i wasn't aware people were made with straight angles.

---

Subject: C&C Reborn: Umagon  
Posted by [SuperMidget](#) on Mon, 28 Feb 2005 20:12:03 GMT  
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---

Imao.

My sister was..

---

Subject: C&C Reborn: Umagon  
Posted by [Deactivated](#) on Mon, 28 Feb 2005 22:16:38 GMT  
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---

There is also another thing that should be corrected:  
All Renegade characters are T-posed, while this one has arms in inverse V-pose.

---

Subject: C&C Reborn: Umagon  
Posted by [cheesesoda](#) on Tue, 01 Mar 2005 00:12:30 GMT  
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---

Silent KaneThe hair looks also weird.  
Hairspray anyone?

---

Subject: C&C Reborn: Umagon  
Posted by [Renx](#) on Tue, 01 Mar 2005 00:29:24 GMT  
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---

It looks like there is steel bar running across the front of her shoulders. Give her some elbows too, and fix up the texture work on her hands so it looks like she has fingers.

---

Subject: C&C Reborn: Umagon  
Posted by [PsycoArmy](#) on Tue, 01 Mar 2005 10:10:29 GMT  
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Reborn SucksThat looks sooo fake...

Would you be able to expand on this, what can they do to make it less fake?

---

Subject: C&C Reborn: Umagon  
Posted by [htmlgod](#) on Tue, 01 Mar 2005 12:13:13 GMT  
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---

What he ought to say is "Damn, I wish Renalert had a character modeler." But since he'd rather divert the attention towards the ever-so-cliche Reborn bashing, he'll just have to make due with random and unsupported dissent.

I think she looks pretty good, but her skin reeks of cheap tanning salon, and her neck is definitely not properly connected to her torso. Also, the lines on her face make her look old. Last but not least, is that wood on her boots? Lol. And her hair looks like lego hair, because of the way it's modeled. It's like a huge afro that defies the laws of gravity, eerily suspending itself away from her back and neck.

---

Subject: C&C Reborn: Umagon  
Posted by [cowmisfit](#) on Tue, 01 Mar 2005 12:48:09 GMT  
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PsycoArmyReborn SucksThat looks sooo fake...

Would you be able to expand on this, what can they do to make it less fake?

Quote:Oh im sorry i wasn't aware people were made with straight angles.

IT LOOKS LIKE FUCKING GUMBY's BLOCK HEAD FREINDS FOR GOD SAKES.

---

Subject: C&C Reborn: Umagon  
Posted by [Renardin6](#) on Tue, 01 Mar 2005 13:21:22 GMT  
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htmlgodWhat he ought to say is "Damn, I wish Renalert had a character modeler." But since he'd rather divert the attention towards the ever-so-cliche Reborn bashing, he'll just have to make due with random and unsupported dissent.

I think she looks pretty good, but her skin reeks of cheap tanning salon, and her neck is definitely not properly connected to her torso. Also, the lines on her face make her look old. Last but not least, is that wood on her boots? Lol. And her hair looks like lego hair, because of the way it's modeled. It's like a huge afro that defies the laws of gravity, eerily suspending itself away from her back and neck.

LoL, thx and you are right.

I hope Ramza ( wich is a sort of extra-worker ) will accept to modify it. And I also hope he has time too. He is a very busy guy...

---

Subject: C&C Reborn: Umagon  
Posted by [jd422032101](#) on Tue, 01 Mar 2005 13:22:30 GMT

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---

I think it look like small boxes put together with ms paint slaped on it  
come look at it it sucks.

---

---

Subject: C&C Reborn: Umagon  
Posted by [Renardin6](#) on Tue, 01 Mar 2005 16:54:27 GMT  
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---

Well I think I don't care about what you think.

Anyway : Model under work again by Ramza.

---

---

Subject: C&C Reborn: Umagon  
Posted by [Renx](#) on Tue, 01 Mar 2005 19:03:28 GMT  
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---

LMFAO

Renardin6/AoDWell I think I don't care about what the public thinks.

You really should not be dealing with the public. You have the PR skills of a box.

htmlgodWhat he ought to say is "Damn, I wish Renalert had a character modeler." But since he'd rather divert the attention towards the ever-so-cliche Reborn bashing, he'll just have to make due with random and unsupported dissent.

Renalert does have a character modeller...

---

---

Subject: C&C Reborn: Umagon  
Posted by [cheesesoda](#) on Tue, 01 Mar 2005 19:07:44 GMT  
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Yay, let's ignore what the public thinks! That's the way to get a larger fan base! What will he think of next? Oh, I know, he's gonna tell everybody to fuck off! Wow, Reborn's gonna be popular now.

---

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Subject: C&C Reborn: Umagon  
Posted by [Hav0c](#) on Tue, 01 Mar 2005 20:01:49 GMT  
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Reminiscent of an AoD Comment which did us no favours then, and some comment like that is doing us no favours now either. :rolleyes:

---

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Subject: C&C Reborn: Umagon  
Posted by [Pendulum](#) on Tue, 01 Mar 2005 20:16:59 GMT  
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---

agreed, leave the PR stuff to Hav0c from now on, ok Renardin?

---

Subject: C&C Reborn: Umagon  
Posted by [Renardin6](#) on Wed, 02 Mar 2005 00:40:18 GMT  
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ok.

---

Subject: C&C Reborn: Umagon  
Posted by [FynexFox](#) on Wed, 02 Mar 2005 00:55:37 GMT  
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Hey, I just wanna remind everyone, I bet half the poeple that made bad criuts dont know the first thing about character modeling, Im not ganna be an ass and I am going to give crit based from I cant model but it does need work.

Good job first, the neck isnt properly connected, and she does have a blocky touch. She is a bit orange, and the hair does look a bit legoy, keep it up though!

---

Subject: C&C Reborn: Umagon  
Posted by [cheesesoda](#) on Wed, 02 Mar 2005 01:14:12 GMT  
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j\_ball430For the "it's better than you can do" comment, it's way overplayed and pointless. So what if he couldn't do it? Does that automatically mean he isn't entitled to his opinion? If a company came out with a shitty game, and just because we don't have the skills to do any better does it automatically mean that it's acceptable? Let me ask you this, would you want to drive a car where the workers/machines only were made to do a half-assed job where the bolts weren't tight, welds weren't strong, and the seals weren't sealed correctly?

---

Subject: C&C Reborn: Umagon  
Posted by [YSLMuffins](#) on Wed, 02 Mar 2005 03:46:50 GMT  
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Everyone is entitled to an opinion, but in this place, emotions can tend to run high so how you voice your opinion is important. The internet is a harsh place, but everyone can do a part in making it just a little better. :-\

---

Subject: C&C Reborn: Umagon  
Posted by [Vitaminous](#) on Wed, 02 Mar 2005 04:33:59 GMT  
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Your description of "better" is far from being like ours.

---

Subject: C&C Reborn: Umagon  
Posted by [Slash0x](#) on Wed, 02 Mar 2005 07:10:14 GMT  
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What would life be like if these forums had everyone holding hands singing "kumbaya".

\*pictures two people that posted in the topic holding hands\* :rolleyes:

---

Subject: C&C Reborn: Umagon  
Posted by [Axel / Sugar / Invictus](#) on Wed, 02 Mar 2005 08:52:26 GMT  
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Quote:Renalert does have a character modeller..

Who though? ScreamingCricket was the new addition correct? I talk to him almost everyday, and he said he got a job and may not have time to help you guys out anymore.

---

Subject: C&C Reborn: Umagon  
Posted by [Mick](#) on Wed, 02 Mar 2005 18:31:37 GMT  
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---

Screamingcricket is a good guy, he gave me some pointers with Photoshop a short while back.

---

Subject: C&C Reborn: Umagon  
Posted by [cowmisfit](#) on Wed, 02 Mar 2005 23:24:17 GMT  
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cowmisfit: retardin needs to stop beating the hell out of photoshop

cowmisfit: seriously

j\_ball430: i know

cowmisfit: it wakes me up in the middle of the night screaming

j\_ball430: haha

cowmisfit: The other night it was 2 o'clock in the morning and Photoshop called and was like "OMFG HE'S RAPING ME AGAIN "

---

Subject: C&C Reborn: Umagon  
Posted by [Renardin6](#) on Thu, 03 Mar 2005 01:47:06 GMT  
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Poor kid. Don't use again a computer. Who knows... The keyboard might eat you... lol

---

Subject: C&C Reborn: Umagon  
Posted by [cheesesoda](#) on Thu, 03 Mar 2005 01:55:07 GMT  
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I wonder if he realizes that cowmisfit was talking about him?

---

Subject: C&C Reborn: Umagon  
Posted by [cowmisfit](#) on Thu, 03 Mar 2005 01:59:57 GMT  
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Renardin6Poor kid. Don't use again a computer. Who knows... The keyboard might eat you... lol

Dont' use again a computer?? I'm no grammer specialist. BUT WHAT THE FUCK IS THAT.

:rolleyes: Who knows mabey you'll magicly get good at texturing and then mabey, just mabey I'll get a full nights sleep. You bastard.

---

Subject: C&C Reborn: Umagon  
Posted by [Renardin6](#) on Thu, 03 Mar 2005 02:04:05 GMT  
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Poor kid.

---

Subject: C&C Reborn: Umagon  
Posted by [Vitaminous](#) on Thu, 03 Mar 2005 02:14:36 GMT  
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That kid's saddly (cough) smarter than you are.

---

Subject: C&C Reborn: Umagon  
Posted by [flyingfox](#) on Thu, 03 Mar 2005 08:23:38 GMT  
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Hav0cReminiscent of an AoD Comment which did us no favours then, and some comment like that is doing us no favours now either. :rolleyes:

---

I don't think anything your team says at this forum will favour anyone on your team anymore....renX, why should he care for people who only want to insult him? he's tried just about everything in response to their shite about his texturing work..I'd say he has just had enough. whatever, this whole topic is retarded.

---

---

Subject: C&C Reborn: Umagon  
Posted by [htmlgod](#) on Thu, 03 Mar 2005 10:52:53 GMT  
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\*ponders the meaning of low-polygon modeling\*

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Subject: C&C Reborn: Umagon  
Posted by [Renx](#) on Thu, 03 Mar 2005 11:58:22 GMT  
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flyingfoxHav0cReminiscent of an AoD Comment which did us no favours then, and some comment like that is doing us no favours now either. :rolleyes:

I don't think anything your team says at this forum will favour anyone on your team anymore....renX, why should he care for people who only want to insult him? he's tried just about everything in response to their shite about his texturing work..I'd say he has just had enough. whatever, this whole topic is retarded.

He's only fueling the fire by responding in the same way they do. He's the one that's trying to promote a mod, not the people that are insulting him. If he can't take the heat from the public then he shouldn't be trying to hold a PR position. Especially when it's not his job on the team.

---

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Subject: C&C Reborn: Umagon  
Posted by [YSLMuffins](#) on Thu, 03 Mar 2005 21:49:01 GMT  
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VitaminousYour description of "better" is far from being like ours.

Not really. All you have to do is be civil.

---