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Subject: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Renardin6](#) on Thu, 01 Dec 2005 17:45:46 GMT

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I updated again the gallery with the new renders of PermaGrin. I suggest you go check our screenshot pages for some new nice renders. (<http://cncreborn.planetcnc.gamespy.com/ss.php>)

And here are 2 pics of the Nod SAM site as it has been showed on Planet CnC, model by Darkangel and texture by myself:

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [bandie63](#) on Thu, 01 Dec 2005 19:34:44 GMT

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Whatever that blue crap is on the stealth tank is ugly and out of place, and the glass on it looks bad too.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Aircraftkiller](#) on Thu, 01 Dec 2005 20:29:24 GMT

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Awesome, more images from 3DS instead of W3D Viewer\in-game!

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [JeepRubi](#) on Thu, 01 Dec 2005 20:52:47 GMT

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A complement!?!?!

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [icedog90](#) on Thu, 01 Dec 2005 21:08:31 GMT

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Jeep Rubi wrote on Thu, 01 December 2005 12:52 A complement!?!?!

Nope.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Dan](#) on Thu, 01 Dec 2005 22:43:25 GMT

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Aircraftkiller wrote on Thu, 01 December 2005 15:29: Awesome, more images from 3DS instead of W3D Viewer in-game!

Unless I'm horribly mistaken, the Colt model for RA: APB is not an in game render. Anyway, it really doesn't matter if it is/isn't shown in game or not. What matters is that we actually get to see what the model and texture looks like. It'd probably look very similar on the W3D viewer anyway.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Jecht](#) on Thu, 01 Dec 2005 22:59:44 GMT

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That colt render is for the BF2 mod I believe, so it would in fact, look like he showed. Also, the second SAM Site looks like a W3D render.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Sir Phoenixx](#) on Thu, 01 Dec 2005 23:16:59 GMT

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What BF2 mod?

It was done for the Renegade mod.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Jecht](#) on Thu, 01 Dec 2005 23:55:24 GMT

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oh, my fault then.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [rm5248](#) on Fri, 02 Dec 2005 00:01:12 GMT

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I don't know why, but I think that the SAM would look more impressive if it only had 1 aimer thingy on the side. (At least, that's what I'm assuming this is :)

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [JeepRubi](#) on Fri, 02 Dec 2005 01:22:08 GMT

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But with two it can triangulate the exact distance away the aircraft is for a more accurate shot.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Spice](#) on Fri, 02 Dec 2005 05:22:54 GMT

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I believe it should only have one and it is planned to only have one. I do not know why it has two.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Chronojam](#) on Fri, 02 Dec 2005 05:59:52 GMT

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Dan wrote on Thu, 01 December 2005 17:43 Aircraftkiller wrote on Thu, 01 December 2005 15:29 Awesome, more images from 3DS instead of W3D Viewer\nin-game!

Unless I'm horribly mistaken, the Colt model for RA: APB is not an in game render. Anyway, it really doesnt matter if it is/isnt shown in game or not. What matters is that we actually get to see what the model and texture looks like. It'd probably look very similar on the W3D viewer anyway.

You're horribly mistaken.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Venom Pawz](#) on Fri, 02 Dec 2005 06:04:07 GMT

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Dan wrote on Thu, 01 December 2005 17:43

Unless I'm horribly mistaken, the Colt model for RA: APB is not an in game render. Anyway, it really doesnt matter if it is/isnt shown in game or not. What matters is that we actually get to see what the model and texture looks like. It'd probably look very similar on the W3D viewer anyway.

Sir P posted a render from 3ds max, and I posted one from the w3d viewer.

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Chronojam](#) on Fri, 02 Dec 2005 06:06:07 GMT

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Errrr quick question: why did the backblast from the SAM missiles not even touch the top or insides of the launcher (only the very front looks darkened), but apparently something the size of a Tick Tank rolled across it?

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Subject: Re: C&C Reborn :: Nod SAM Site and Gallery Update.

Posted by [Renardin6](#) on Fri, 02 Dec 2005 10:40:11 GMT

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The "render" at bottom right of my first post is a W3D Viewer shot.

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