Subject: Gap revisited
Posted by Chronojam on Tue, 11 Jul 2006 07:28:56 GMT
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Preliminary exploration of changes that could be implemented for future versions. More.

I know some awesome people like Oblivion were able to do this months ago and are entirely unimpressed, but considering the fact that the engine simply did not do this until, oh, last night-- I figured it was a little newsworthy. Some parts of the units will pick up the blue tones more than others, which I think is rather nice. Gives it a proper "this thing is a little fucked up right now" look.

Subject: Re: Gap revisited
Posted by Mad Ivan on Tue, 11 Jul 2006 11:37:30 GMT
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interesting effect there
Good job

Subject: Re: Gap revisited
Posted by PlastoJoe on Wed, 12 Jul 2006 05:28:06 GMT
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Looks a bit like the Active Camo in Halo...very nice.

Subject: Re: Gap revisited
Posted by Viking on Wed, 12 Jul 2006 07:11:10 GMT
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NEAT-O

Subject: Re: Gap revisited
Posted by jonwil on Wed, 12 Jul 2006 09:52:55 GMT
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I must say, I am VERY impressed with what the team is doing with my new stealth effect feature I added, the results they are producing certainly made it worth the effort I went to in adding the feature to bhs.dll.

Subject: Re: Gap revisited
Posted by Viking on Wed, 12 Jul 2006 10:15:53 GMT
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Can I get that cool black n white stelth skin?

Subject: Re: Gap revisited
Posted by Chronojam on Wed, 12 Jul 2006 22:42:47 GMT
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Video 1
Video 2

Already, though, these videos are a tad outdated.

Subject: Re: Gap revisited
Posted by Halo38 on Sun, 16 Jul 2006 18:35:58 GMT
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I love that cloud/shroud effect you show in the first video it looks so hostile and menacing

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Subject: Re: Gap revisited
Posted by sleepyjo2 on Sun, 16 Jul 2006 19:55:11 GMT
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nice

Subject: Re: Gap revisited
Posted by Oblivion165 on Thu, 20 Jul 2006 04:54:20 GMT
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Chronojam wrote on Tue, 11 July 2006 03:28I know some awesome people like Oblivion were able to do this months ago and are entirely unimpressed

We settled this didnt we? I was under the misconception that the effect was for a building and not a moving target.

Time to let it go.

Subject: Re: Gap revisited

Posted by Sir Phoenixx on Fri, 21 Jul 2006 01:13:52 GMT

It's for both. (Gap Generator and Mobile Gap Generators)