
Subject: CnC Reborn : Titan Version 2

Posted by [Renardin6](#) on Sun, 17 Sep 2006 12:38:19 GMT

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As I had not much to do (as I can only take care of textures) I decided to redo the titan texture. I spent 6 evenings to make it. I put a special attention to each details. I also went further on details than what westwood did. Some of you might say : "OMG, not accurate it sucks!"

I really think that we had to improve over westwood cutscenes. They did the models for an RTS, I am making that for a FPS!

Enjoy, I think so far that it's my best work and I plan to do more. Next work will be an APB vehicle...

That's all for today.

Subject: Re: CnC Reborn : Titan Version 2

Posted by [futura83](#) on Sun, 17 Sep 2006 12:39:23 GMT

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very good

Subject: Re: CnC Reborn : Titan Version 2

Posted by [Mad Ivan](#) on Sun, 17 Sep 2006 13:28:26 GMT

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Pure ownage

Subject: Re: CnC Reborn : Titan Version 2

Posted by [danpaul88](#) on Sun, 17 Sep 2006 13:48:02 GMT

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Can you post a before and after? I cant remember what the old titan texture looked like.

Anyway, VERY nice work, keep it up!

Subject: Re: CnC Reborn : Titan Version 2

Posted by [Jonty](#) on Sun, 17 Sep 2006 14:15:15 GMT

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I don't care what the old one looks like, this is awesome! I've always thought the buildings in Renegade were a bit dark and boring, and this mod is the thing I've been most looking forward to in years.

Subject: Re: CnC Reborn : Titan Version 2

Posted by [Renardin6](#) on Sun, 17 Sep 2006 14:56:08 GMT

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http://www.apathbeyond.com/forum/uploads/post-1493-115850105_8.jpg My old skin. (shame)

Subject: Re: CnC Reborn : Titan Version 2

Posted by [LR01](#) on Sun, 17 Sep 2006 15:44:16 GMT

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there are good
cant wait to use them

Subject: Re: CnC Reborn : Titan Version 2

Posted by [YSLMuffins](#) on Sun, 17 Sep 2006 17:53:31 GMT

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That is absolutely stylin! A huge improvement over the previous version. Would it be possible, I wonder, to randomize the number on the Titan's right leg?

Subject: Re: CnC Reborn : Titan Version 2

Posted by [Renardin6](#) on Sun, 17 Sep 2006 18:24:41 GMT

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It is possible and we are doing it.

Subject: Re: CnC Reborn : Titan Version 2

Posted by [Kamuix](#) on Sun, 17 Sep 2006 20:58:00 GMT

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Hey titan!

Subject: Re: CnC Reborn : Titan Version 2
Posted by [Feetseek](#) on Sun, 17 Sep 2006 21:06:55 GMT
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It looks very, very nice. I don't really care how it was before but changes have to be made over time, right??

Subject: Re: CnC Reborn : Titan Version 2
Posted by [Blazea58](#) on Mon, 18 Sep 2006 00:37:21 GMT
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Yea that looks a hell of alot better then the last version of it. Looks like it has some real depth to the texture now, giving it that shiney metal look. Does it have a bump/reflect map?

As well i was thinking what would be cool, but probably a waste of time would be to make the numbers an alpha channel so maybe there can be like 15 versions of it with a different number on each. Not sure how it would work though, but everyone driving model number 13 seems kinda odd.

Subject: Re: CnC Reborn : Titan Version 2
Posted by [terminator 101](#) on Mon, 18 Sep 2006 04:28:46 GMT
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Where is the picture? I can't see it

Subject: Re: CnC Reborn : Titan Version 2
Posted by [icedog90](#) on Tue, 19 Sep 2006 02:54:42 GMT
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You have definitely gotten much better at making textures.

Subject: Re: CnC Reborn : Titan Version 2
Posted by [terminator 101](#) on Tue, 19 Sep 2006 04:15:25 GMT
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I found out that Zone Alarm was set to block ads completely, that is why I did not see those pictures.

Now I can see it and it is beautiful.

Subject: Re: CnC Reborn : Titan Version 2
Posted by [Renardin6](#) on Tue, 19 Sep 2006 11:13:32 GMT
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icedog90 wrote on Mon, 18 September 2006 21:54 You have definitely gotten much better at making textures.

Yeah, I had to do crap to get skills...

Subject: Re: CnC Reborn : Titan Version 2
Posted by [LR01](#) on Tue, 19 Sep 2006 16:07:25 GMT
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I only wonder how you ever get this done
