
Subject: Lookin' for a 3D Nod logo.

Posted by [KougarLOB](#) on Sun, 10 Dec 2006 16:18:08 GMT

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I had it long ago but no do. I don't care what format the logo is in: 3DS, MAX, OBJ, W3D, MD3, gMAX, etc. I have converters that will take care of that. I just need the stinkin' logo. If ya have a GDI emblem that be great, too.

Preferably the Tiberian Dawn style, but I'll take what I can get. I know I could build one for myself, but I'm lookin for the cheap and easy way out.

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [FynexFox](#) on Sun, 10 Dec 2006 19:57:37 GMT

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Get a picture of it, apply it to a plane, outline it with the line tool, cap the line, extrude to the depth you need.

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [Zion](#) on Sun, 10 Dec 2006 21:13:36 GMT

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Why apply to a plane when you can set it as a viewports background?

Can't remember how it's done, probably somewhere in viewport configuration, but i know it can be done.

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [rm5248](#) on Sun, 10 Dec 2006 21:43:52 GMT

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Here ya go. (the GDI logo is an older model of mine, so it's not as good)

File Attachments

- 1) [GDI_Logo.3ds](#) , downloaded 175 times
 - 2) [Nod_Logo.3ds](#) , downloaded 197 times
-

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [nopol10](#) on Mon, 11 Dec 2006 03:37:18 GMT

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Can I use the logos for my map?

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [Sir Phoenixx](#) on Mon, 11 Dec 2006 13:23:02 GMT

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Merovingian wrote on Sun, 10 December 2006 16:13 Why apply to a plane when you can set it as a viewports background?

Can't remember how it's done, probably somewhere in viewport configuration, but i know it can be done.

Alt+B

There's no reason to put an image on a plane rather then as the background to use as referrence, unless you like to do more to accomplish something that is less useful...

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [icedog90](#) on Mon, 11 Dec 2006 19:07:29 GMT

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I've always used planes, because I never knew you could set a background in the viewport. It doesn't make me any worse of a modeler.

Subject: Re: Lookin' for a 3D Nod logo.

Posted by [rm5248](#) on Mon, 11 Dec 2006 22:53:20 GMT

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nopol10 wrote on Sun, 10 December 2006 21:37 Can I use the logos for my map?

Mine? Sure.
