
Subject: GDI & Nod Bunkers

Posted by [General Havoc](#) on Fri, 28 Feb 2003 00:54:10 GMT

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Here are some bunkers i have been working on. These are in fact my first model i hvae ever made in RenX. i know i have helped people using RenX before but i have never made anything before. There are some screenshots below. The bunker is 267 Polygons and has 2 textures on each bunker. The model has been optimised and had it'd bottom faces culled to reduce polys. Let me know what you think of it. Remeber this is my frist model. I worked on it for about 3 hours which also included me learning how to texture.

<http://generalhavoc.port5.com/MD01.jpg>

<http://generalhavoc.port5.com/MD02.jpg>

<http://generalhavoc.port5.com/MD03.jpg>

<http://generalhavoc.port5.com/MD04.jpg>

<http://generalhavoc.port5.com/MD05.jpg>

I'd like to welcome everyone to the new home of the Renegade Public Forums.

Edit: I fixed the images now, i'm using the URL tag not the IMG tag. Thanks Blazer

Subject: GDI & Nod Bunkers

Posted by [OrcaPilot26](#) on Fri, 28 Feb 2003 01:00:12 GMT

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That actually looks pretty good, It looks like it should be like dug into the side of a cliff and not just in a clear area.

Subject: GDI & Nod Bunkers

Posted by [Havocman](#) on Fri, 28 Feb 2003 01:05:52 GMT

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Looks Good.

Subject: GDI & Nod Bunkers

Posted by [Griever92](#) on Fri, 28 Feb 2003 03:12:01 GMT

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so, are you making a map to put those in?

Subject: GDI & Nod Bunkers

Posted by [bigwig992](#) on Fri, 28 Feb 2003 07:08:59 GMT

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Lovely .(they are good, i just wanted to see if my signiture worked)

Subject: GDI & Nod Bunkers

Posted by [Rich\[HN\]](#) on Fri, 28 Feb 2003 12:29:50 GMT

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Nice big map of a white cliff top, like dove!

Subject: GDI & Nod Bunkers

Posted by [Dr.Snuggles](#) on Fri, 28 Feb 2003 14:32:31 GMT

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Not bad, not bad at all.

Subject: GDI & Nod Bunkers

Posted by [Halo38](#) on Fri, 28 Feb 2003 15:17:41 GMT

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good good, could benefit form a bit more bending, mind (bit too straight for my liking)

Subject: GDI & Nod Bunkers

Posted by [General Havoc](#) on Fri, 28 Feb 2003 17:03:27 GMT

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I wasn't planning on making a map with them i was going to release the W3d and Gmax files if people wanted to us them in their maps. The map that the bunkers are on isn't meant to be anything, it was just a piece of terrain i trid alpha blend on. It's just so i could take the pictures in Leveledit as you know that gmax is unble to render. I will release them so you can use them in your maps. I made the entire 3d mesh for the bunker using the boolean tool. The the textures ware simply aligned using a UWV map. If i release them i may also enable Npatch on the cylindrical area for owners of the ATI radeon cards.

Subject: Nice job for first

Posted by [Captkurt](#) on Sat, 01 Mar 2003 05:18:39 GMT

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These look very nice. now you need to place them in a map, and see how they work. either way, nice job.

Subject: GDI & Nod Bunkers
Posted by [Sir Phoenixx](#) on Sat, 01 Mar 2003 13:21:40 GMT
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Nice...

You could make them "L" shaped instead of straight...

Subject: GDI & Nod Bunkers
Posted by [General Havoc](#) on Sat, 01 Mar 2003 14:58:58 GMT
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Yeah. It thanks to you Sir Pheonix i got started with the boolean tool. I remember you briefly explaining it to someone and i though i'd give it a go. It's quite a powerful tool when you get started with it and you can get the polygons fairly low when you made your model. Thanks

Subject: GDI & Nod Bunkers
Posted by [Sir Phoenixx](#) on Sat, 01 Mar 2003 16:55:33 GMT
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You're welcome!

(and it's Sir Phoenixx)

Subject: GDI & Nod Bunkers
Posted by [snipefrag](#) on Sat, 01 Mar 2003 19:39:56 GMT
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looks good nice texture too.

Subject: GDI & Nod Bunkers
Posted by [spreegem](#) on Sun, 02 Mar 2003 23:54:11 GMT
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I think it is very good you just need to put them in a level

Subject: GDI & Nod Bunkers
Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 02:19:37 GMT
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That looksvery good as everybody is saying you need a map to add the too .

-Sk8rRIMuk
