
Subject: Line of Fire

Posted by [DL60](#) on Sun, 02 Nov 2008 18:38:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I played around with renegade models once again^^

File Attachments

1) [Line_of_Fire_600x460_by_DeathLink6.jpg](#), downloaded 1057 times



Subject: Re: Line of Fire

Posted by [Goztow](#) on Sun, 02 Nov 2008 18:44:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Amazing!

Subject: Re: Line of Fire
Posted by [anant](#) on Sun, 02 Nov 2008 18:46:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

truly amazing

Subject: Re: Line of Fire
Posted by [Omar007](#) on Sun, 02 Nov 2008 18:47:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very Nice

Subject: Re: Line of Fire
Posted by [ErroR](#) on Sun, 02 Nov 2008 19:03:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 02 November 2008 20:44Amazing!
anant wrote on Sun, 02 November 2008 20:46truly amazing
Absolutely amazing
what software did u use to make it? (it's preety obvious tho..)

Subject: Re: Line of Fire
Posted by [LiL KiLLa](#) on Sun, 02 Nov 2008 19:06:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

sieht gut aus

looks nice

Subject: Re: Line of Fire
Posted by [GrimmNL](#) on Sun, 02 Nov 2008 20:08:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

you're awesome

Subject: Re: Line of Fire
Posted by [DL60](#) on Sun, 02 Nov 2008 20:11:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks

Quote:what software did u use to make it?

- Gmax/RenX (posing with the existing character system from the LE-howTo)
 - RenegadeEx (extracting of course)
 - 3ds Max 9 (slight edits & exporting to 3ds)
 - Crazybumb (for bumpmaps)
 - Cinema 4D (rendering & materials)
-

Subject: Re: Line of Fire

Posted by [IronWarrior](#) on Sun, 02 Nov 2008 20:48:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Awesome, please do one with sakura and hotwire.

Subject: Re: Line of Fire

Posted by [Lone0001](#) on Sun, 02 Nov 2008 20:56:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

That looks epic.

Subject: Re: Line of Fire

Posted by [Altzan](#) on Sun, 02 Nov 2008 22:05:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Sun, 02 November 2008 14:56That looks epic.

Quoted for truthfulness.

Subject: Re: Line of Fire

Posted by [Canadacdn](#) on Sun, 02 Nov 2008 22:40:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I never understood why the guns in Renegade were so damn huge.

Subject: Re: Line of Fire

Posted by [RTsa](#) on Sun, 02 Nov 2008 23:00:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Because they look sexah.

Subject: Re: Line of Fire
Posted by [samous](#) on Sun, 02 Nov 2008 23:43:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice

5/5 thumbs up, lol.

Subject: Re: Line of Fire
Posted by [u6795](#) on Mon, 03 Nov 2008 03:05:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

These are awesome, do more!

Subject: Re: Line of Fire
Posted by [nopol10](#) on Mon, 03 Nov 2008 03:24:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Simply amazing, though it would be nicer if the textures of were higher resolution.

Subject: Re: Line of Fire
Posted by [Veyrdite](#) on Mon, 03 Nov 2008 06:38:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

drools

Subject: Re: Line of Fire
Posted by [ErroR](#) on Mon, 03 Nov 2008 07:20:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just luv the flechette

Subject: Re: Line of Fire
Posted by [Scrin](#) on Sun, 09 Nov 2008 11:53:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

DeathLink6.0 wrote on Sun, 02 November 2008 12:38I played around with renegade models once again^^

its awesome, and nice for tib sidney PT icon

Subject: Re: Line of Fire

Posted by [GrimmNL](#) on Sun, 09 Nov 2008 15:08:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Sun, 09 November 2008 05:53DeathLink6.0 wrote on Sun, 02 November 2008 12:38I played around with renegade models once again^^

Toggle Spoiler

its awesome, and nice for tib sidney PT icon

was it not that sydney doesnt use this weapon but the tiberium autorifle...

Subject: Re: Line of Fire

Posted by [Scrin](#) on Sun, 09 Nov 2008 15:49:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

GrimmNL wrote on Sun, 09 November 2008 09:08Scrin wrote on Sun, 09 November 2008 05:53DeathLink6.0 wrote on Sun, 02 November 2008 12:38I played around with renegade models once again^^

Toggle Spoiler

its awesome, and nice for tib sidney PT icon

was it not that sydney doesnt use this weapon but the tiberium autorifle...

but here is no sidney with tib auto rifle , so its ok, and i already converted his nice image into ren's tib sidney's PT

p.s. if you want i can post here my old tib sidney PT icon for ya

Subject: Re: Line of Fire

Posted by [Jerad2142](#) on Sun, 09 Nov 2008 17:38:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

If your using max or gmax, throw Tessellate onto the character model after you have it in a pose. Doing so adds more polys to the model which will improve the lighting effect on the overall model. But nice work all the same.

Subject: Re: Line of Fire

Posted by [samous](#) on Mon, 10 Nov 2008 00:25:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'm going to ask for the pt icon, but b/c i asked, your probly not going to post it.

Subject: Re: Line of Fire

Posted by [slavik262](#) on Mon, 10 Nov 2008 01:12:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

That is one of the coolest renders I've seen in quite a while.

Subject: Re: Line of Fire

Posted by [Altzan](#) on Mon, 10 Nov 2008 05:35:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Sun, 09 November 2008 18:25i'm going to ask for the pt icon, but b/c i asked, your probly not going to post it.

Subject: Re: Line of Fire

Posted by [Scrin](#) on Mon, 10 Nov 2008 06:22:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Sun, 09 November 2008 23:35samous wrote on Sun, 09 November 2008 18:25i'm going to ask for the pt icon, but b/c i asked, your probly not going to post it.

spotted pigeon

File Attachments

1) [old hud_cnc_sidney.bmp](#), downloaded 74 times

Subject: Re: Line of Fire

Posted by [samous](#) on Tue, 11 Nov 2008 00:41:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

i ment dds, i can't convert it remember...

Subject: Re: Line of Fire

Posted by [ErroR](#) on Tue, 11 Nov 2008 13:10:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Tue, 11 November 2008 02:41i ment dds, i can't convert it remember...

File Attachments

1) [hud_cnc_gsydneych.dds](#), downloaded 90 times
