Subject: Santa Character!
Posted by Di3HardNL on Tue, 03 Feb 2009 16:18:42 GMT
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Hey I've worked today on a character named Santa Claus
Im getting pretty quik with it, only the texturing is not very good yet. Here are some pics

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Subject: Re: Santa Character!
Posted by Spyder on Tue, 03 Feb 2009 16:33:14 GMT
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"Instead of directly assaulting a base, look for back entrances like this one."

All I see is santa's fat ass

Subject: Re: Santa Character!
Posted by LR01 on Tue, 03 Feb 2009 16:50:15 GMT
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does it give presents to?

Subject: Re: Santa Character!
Posted by Spyder on Tue, 03 Feb 2009 18:06:29 GMT
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LR01 wrote on Tue, 03 February 2009 17:50does it give presents to?

I saw a release of c4 presents somewhere, so it does give presents if you use the skin

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Subject: Re: Santa Character!
Posted by Reaver11 on Tue, 03 Feb 2009 20:52:19 GMT
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what about small Xmas trees as present?

And good job Diehard!

Subject: Re: Santa Character!
Posted by pe21789 on Tue, 03 Feb 2009 21:16:00 GMT
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DimitryK (Nero) wrote on Tue, 03 February 2009 19:06LR01 wrote on Tue, 03 February 2009 17:50does it give presents to?

I saw a release of c4 presents somewhere, so it does give presents if you use the skin

aye, Deathlink made that.

Subject: Re: Santa Character!
Posted by mrÃ£Ã§Ä·z   on Tue, 03 Feb 2009 21:25:05 GMT
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Could you model a simple soldier or terrorist and tech me some char modeling? im busy the last time so it would be cool to learn it easyer with your help and how many polys do your santa have?

Subject: Re: Santa Character!
Posted by Omar007 on Wed, 04 Feb 2009 11:03:30 GMT
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Make Santa engineer/hotwire/technician and make present skins for C4 and play the sound 'Got a Present for ya' when throwing

---

Subject: Re: Santa Character!
Posted by Di3HardNL on Wed, 04 Feb 2009 12:52:34 GMT
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This santa has 1634 polygons, which is maybe much for a character for use in renegade.

I am thinking about another character to make, maybe some horror ones Anyone got great idea's for a new character?

Subject: Re: Santa Character!
Posted by Goztow on Wed, 04 Feb 2009 19:09:30 GMT
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Keep the bitching in the heated discussions subforum, madrackz and SK.

Subject: Re: Santa Character!
Posted by rrutk on Wed, 04 Feb 2009 21:50:09 GMT

Di3HardNL wrote on Wed, 04 February 2009 12:52This santa has 1634 polygons, which is maybe much for a character for use in renegade.

I am thinking about another character to make, maybe some horror ones Anyone got great idea's for a new character?

yes. I'm looking for some1 making those Ren2-Characters:

File Attachments
1) Soviet_Sweeper_Original.jpg, downloaded 790 times

2) Soviet_Scavenger_Original.jpg, downloaded 754 times

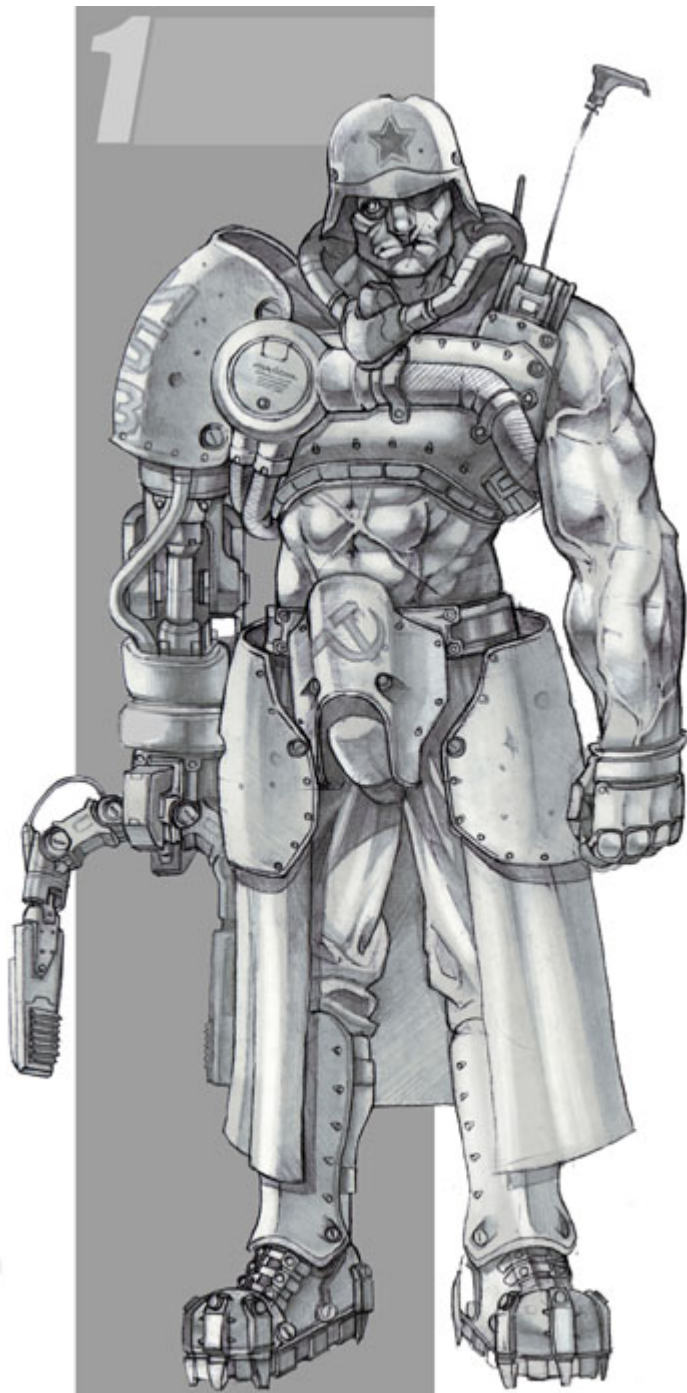3) Soviet_Lone_Original.jpg, downloaded 747 times

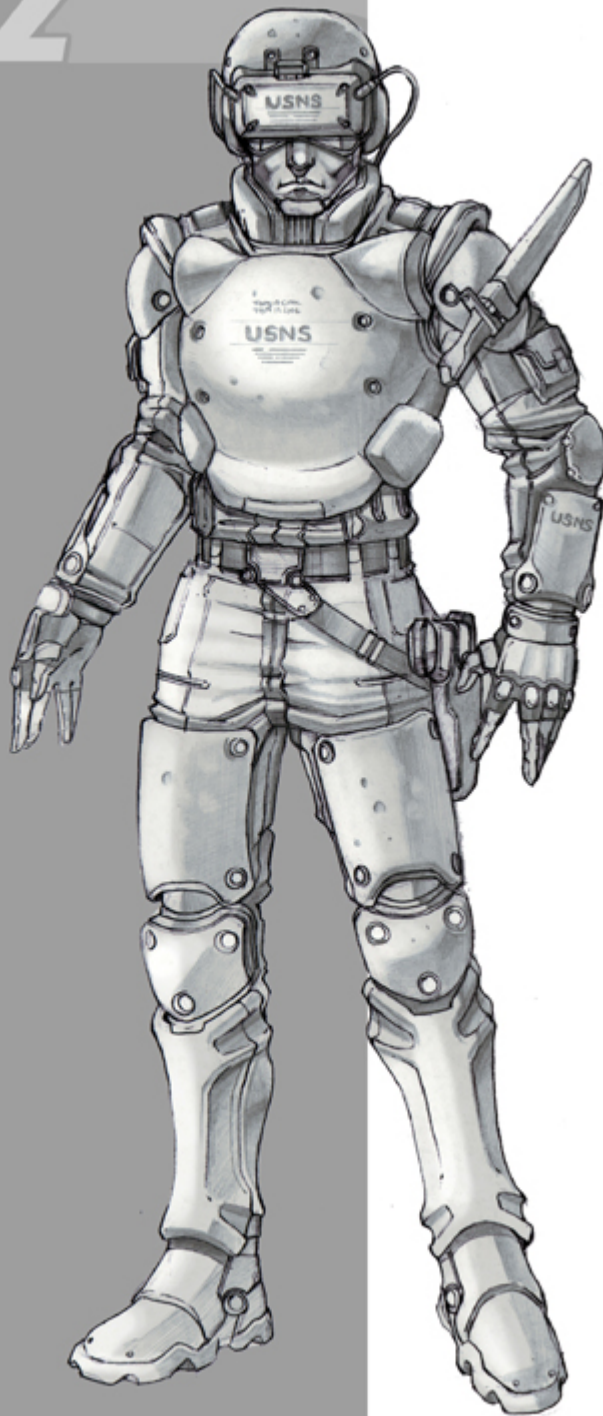4) Soviet_Conscript_Original.jpg, downloaded 749 times

SOVIET *Conscript*   TAG *2001*

5) Allied_Seal-2_Original.jpg, downloaded 766 times
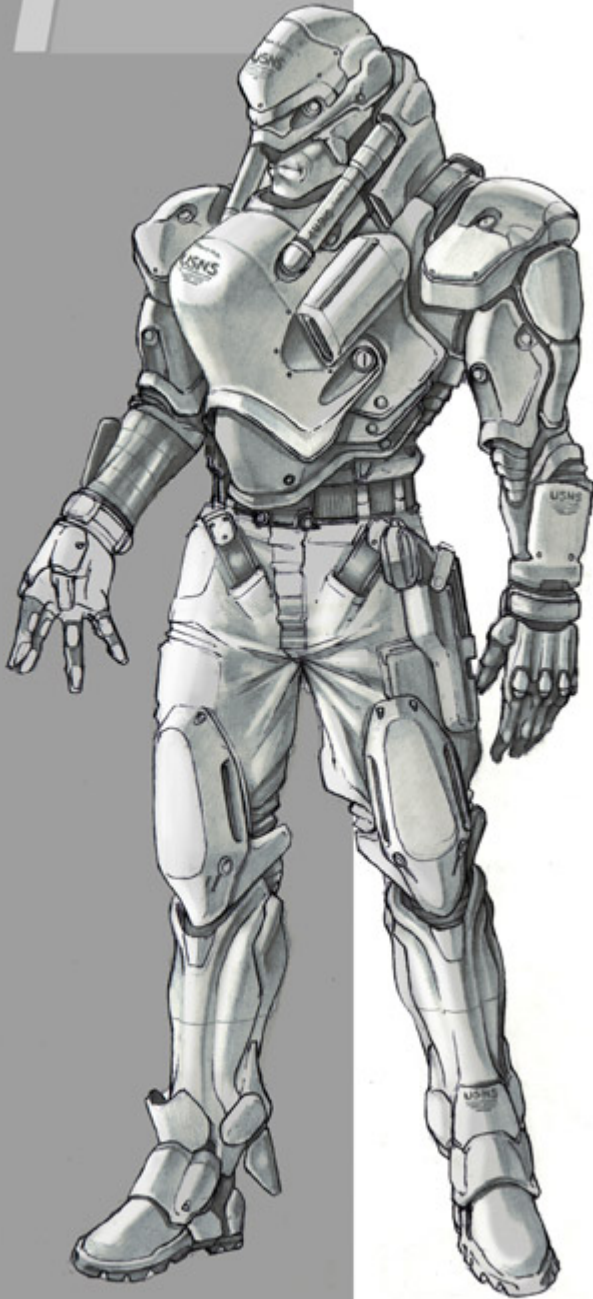
ALLIED Seal   TAS 2001

6) Allied_Seal-1_Original.jpg, downloaded 748 times

Subject: Re: Santa Character!
Posted by Sir Kane on Wed, 04 Feb 2009 22:22:26 GMT

Nazi forum moderators remove posts that are not "OMG WOW AWESOME" asskissing, but valid opinions instead!

Subject: Re: Santa Character!
Posted by Di3HardNL on Wed, 04 Feb 2009 22:38:58 GMT
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That are some fucking sweet character images, I'm going to see if i can do something with them

---

Subject: Re: Santa Character!
Posted by futura83 on Wed, 04 Feb 2009 22:46:09 GMT
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Sir Kane wrote on Wed, 04 February 2009 22:22Nazi forum moderators remove posts that are not "OMG WOW AWESOME" asskissing, but valid opinions instead!

Really?

Cos i thought there was a difference between expressing an opinion and forcing it on people.

I think the santa skin is a good skin but i really don't think it suits renegade tbh.

Good skin though.

Subject: Re: Santa Character!
Posted by Di3HardNL on Wed, 04 Feb 2009 22:49:35 GMT
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It was more like an experiment santa is just to fat for renegade ..

And I agree with your opinion. I think the best we can do is ignore the german kid.

Subject: Re: Santa Character!
Posted by Sir Kane on Wed, 04 Feb 2009 23:36:35 GMT
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You're just angry because I say it looks shit. Nobody else does, because most they're likely afraid of saying what they really think. Just because they know their posts will be deleted.

Work on it, and it might just end up looking better. But what you currently have there looks plain shit.

Subject: Re: Santa Character!
Posted by futura83 on Wed, 04 Feb 2009 23:43:01 GMT
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Sir Kane wrote on Wed, 04 February 2009 23:36You're just angry because I say it looks shit.

That surprises you?

To criticize something properly you say what is bad about it.

Just saying it's shit is pointless and will be seen only as you trying to wind people up.

I'm curious....what are you so angry about?

Subject: Re: Santa Character!
Posted by rrutk on Wed, 04 Feb 2009 23:49:43 GMT
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Di3HardNL wrote on Wed, 04 February 2009 16:38That are some fucking sweet character images, I'm going to see if i can do something with them

would be great. these are original renegade2-concepts.

Subject: Re: Santa Character!
Posted by Muad Dib15 on Thu, 05 Feb 2009 03:55:08 GMT
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Where's your map?

Subject: Re: Santa Character!
Posted by Di3HardNL on Thu, 05 Feb 2009 09:44:29 GMT
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Sir Kane wrote on Wed, 04 February 2009 17:36You're just angry because I say it looks shit. Nobody else does, because most they're likely afraid of saying what they really think. Just because they know their posts will be deleted.

Work on it, and it might just end up looking better. But what you currently have there looks plain shit.

You could tell next time what can be better instead of saying 'N fail' It actually discourages people and doesn't give them inspiration to make it better.

Also I just didn't like your comments in my Strip Club progress, calling me retarded and shit, so thats why I was angry when you posted something in here.

peace

Subject: Re: Santa Character!
Posted by ErroR on Thu, 05 Feb 2009 13:58:39 GMT
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HOLLY SHIT those are some sexy concepts! let's find TA3! (w/e lol)

Subject: Re: Santa Character!
Posted by Goztow on Thu, 05 Feb 2009 14:05:09 GMT
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I have no clue what you wrote at first as it wasn't me who removed the posts. But if it's anything like you just posted here now, I can understand why it's gone.

Sure you can say you don't like it. You can say it looks very bad and explain why / what needs changing. But stop doing it in an offending way. And stop reacting like a 5 year old because we have cleared out these offensive posts.

If someone posts in mod forum, it's usually because they want help or opinions but then opinions that will help them make their work better. Not destructive "opinions" like yours.

Also it surprises me how lightly you use the term "nazi", knowing how serious Germans generally take the use of this word.

Subject: Re: Santa Character!
Posted by Starbuzz on Thu, 05 Feb 2009 15:25:03 GMT
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Santa looks pretty fine though the crotch area needs more polys to fill it up as well as the shoulders/legs. Don't make him too tall and make it more fat. And there's a lot of polys in the face too.

Something like this:
http://www.3dluvr.com/andyba/3D/images/2004/santa_rigged12.jpg

Keep it up though; it's a good start.

rrutk wrote on Wed, 04 February 2009 17:49Di3HardNL wrote on Wed, 04 February 2009 16:38That are some fucking sweet character images, I'm going to see if i can do something with

---

them

would be great. these are original renegade2-concepts.

Thanks for posting them, mate.

Subject: Re: Santa Character!
Posted by R315r4z0r on Thu, 05 Feb 2009 18:47:11 GMT
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Sir Kane wrote on Wed, 04 February 2009 17:22Nazi forum moderators remove posts that are not "OMG WOW AWESOME" asskissing, but valid opinions instead!
So... anyone who doesn't have the same opinion as you doesn't have a "valid opinion?"

Just because you don't like something, doesn't mean everyone else who says they do is lying.

Subject: Re: Santa Character!
Posted by slosha on Fri, 06 Feb 2009 03:08:36 GMT
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ehh it's ok.. but im not too particularly interested in santa claus character

before i forget.. do a realistic darth vader !!!!!!

Subject: Re: Santa Character!
Posted by Altzan on Fri, 06 Feb 2009 13:26:30 GMT
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2GLOCK9S wrote on Thu, 05 February 2009 21:08before i forget.. do a realistic darth vader !!!!!!

Awesome Idea

Subject: Re: Santa Character!
Posted by Di3HardNL on Fri, 06 Feb 2009 14:01:51 GMT
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I might mistaken but I thought there already is such model from the darth vader in the starwars mod for renegade?

does anyone know where to find the starwars mod?

If I can simply convert them i won't make a total new one, would be kind of waste of time hehe.

Subject: Re: Santa Character!
Posted by ErroR on Fri, 06 Feb 2009 14:28:58 GMT
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soo.. is the TA3 guy in petroglyth?

Subject: Re: Santa Character!
Posted by mrÃ£Ã§Ä·z on Fri, 06 Feb 2009 14:50:26 GMT
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Star Wars Mod:

Stalker-Contact.de

Subject: Re: Santa Character!
Posted by Altzan on Fri, 06 Feb 2009 15:32:02 GMT
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If Darth Vader is made, he should be a highranked character (like Sydney PIC) otherwise there
would be 5 or more on the field, that would be kinda odd
If there is one in the SW mod and you could covert it, that would be awesome

Subject: Re: Santa Character!
Posted by Di3HardNL on Fri, 06 Feb 2009 16:50:54 GMT
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Thanks Rackz! Im downloading the mod now

If other ppl can't find the mod on that site but want to play it here is the link

http://dlc.stalker-contact.de/downloads.php?release_id=564

Subject: Re: Santa Character!
Posted by mrÃ£Ã§Ä·z on Fri, 06 Feb 2009 23:21:49 GMT
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Use LAN Mode, not Multiplayer Practice because its crashing

Subject: Re: Santa Character!
Posted by samous on Sat, 07 Feb 2009 01:03:00 GMT

wow, surprised there still a place where they host it, I've heard Star Wars wasn't too happy about the mod using their models... I also heard they where removed from TONS of sites...

=samous

Subject: Re: Santa Character!
Posted by mrÃ£Ã§Ä·z on Sat, 07 Feb 2009 13:11:53 GMT

My brother´s clan doesnt care... lol and thats the reason why they called it "swmod"