

---

Subject: [Model Replacement] Tiberium Wars Crate  
Posted by [crazfulla](#) on Sat, 20 Jun 2009 22:55:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SCREENY

I fell in live with the C&C3 vehicle skins everyone was making and decided to contribute something in return. Two w3d files included to replace both the yellow and the metal crates.

Doesn't it look seksi with teh bl00m?

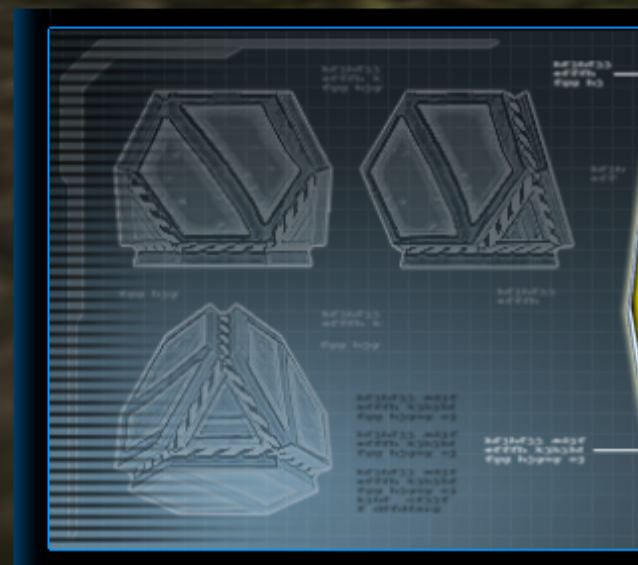
### File Attachments

---

1) [cnc3\\_crate.png](#), downloaded 1478 times



# C&C Tiberium Wars - Crate (By Crazfulla)



2) [cnc3\\_crate.rar](#), downloaded 309 times

---

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [slosa](#) on Sat, 20 Jun 2009 22:58:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

very nice!

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [Player](#) on Sat, 20 Jun 2009 23:45:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well done! I love it

\*downloading

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [ArtyWh0re](#) on Sun, 21 Jun 2009 00:00:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice 1, love it.

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [Omar007](#) on Sun, 21 Jun 2009 00:05:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Player wrote on Sun, 21 June 2009 01:45Well done! I love it

\*downloading

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [marcin205](#) on Sun, 21 Jun 2009 00:55:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [Jeroenganges](#) on Sun, 21 Jun 2009 06:32:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*downloading\* thank you.

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [F1r3st0rm](#) on Sun, 21 Jun 2009 06:39:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

pretty cool

now someone has to make a ra3 one for jokes

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [kill](#) on Sun, 21 Jun 2009 07:55:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

F1r3st0rm wrote on Sun, 21 June 2009 01:39pretty cool

now someone has to make a ra3 one for jokes

working on it

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [ErroR](#) on Sun, 21 Jun 2009 10:26:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice one, but is it the screen shot or it's too big

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [crazfulla](#) on Sun, 21 Jun 2009 11:32:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Sun, 21 June 2009 05:26nice one, but is it the screen shot or it's too big  
I don't think its too big. The metal crate (which is originally a veh blocker) is 2m tall and so is this. I think it only looks big there because I got right up close to it and used 1st person view to take the image. Try it ingame and see what you think.

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [Dreganius](#) on Mon, 22 Jun 2009 07:46:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great work, Crazfulla! Glad to see you like the Nod Light Tank

Do you mind if I just slightly edit the textures and release them to make them.. More true?

---

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [crazfulla](#) on Wed, 14 Sep 2011 12:55:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just wanted to say this model is being rejected by the TT / 4.0 patch, if server owners who run it could install this on their server to say it's ok would be greatly appreciated.

Also dreggy if you're still around, and feel the need, go for it.

---

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [zunnie](#) on Tue, 27 Sep 2011 04:33:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

gr8cr8

---

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [Canadacdn](#) on Sat, 01 Oct 2011 18:35:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It could be improved quite a lot if you added a simple reflect to the metal, and dirtied up the yellow texture a bit.

---

---

Subject: Re: [Model Replacement] Tiberium Wars Crate  
Posted by [crazfulla](#) on Tue, 04 Oct 2011 00:27:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Me? I am done with it. If you want to, be my guest.

---