
Subject: [SKIN] Beta Nod Soldier reskin
Posted by [Starbuzzz](#) on Thu, 20 Aug 2009 19:07:50 GMT
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Hi!!

This is Nod soldier skin based on first ever screenshots from the game that featured in PC Gamer magazine in Oct 1999. Much closer to the Nod soldier concept artwork.

Preview of skin:

- New logos, numbers, and flag patch based on original screens.
- New full knee pads w/ twin straps along with urban camo clothing.

Looks very nice in-game! Slightly disadvantage in night maps but very good looking during initial harv battles on Canyon.

Hope you like!

File Attachments

1) [pawkyfox - Beta Nod Soldier.zip](#), downloaded 317 times

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [nikki6ixx](#) on Thu, 20 Aug 2009 19:12:55 GMT
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Hey, that looks really cool! I don't really understand the implementation of a digital 8 on the helmets, but it's very well done nonetheless!

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [Good-One-Driver](#) on Thu, 20 Aug 2009 20:25:45 GMT
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omg nice skin i will definitely use it

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [slosha](#) on Thu, 20 Aug 2009 20:26:32 GMT
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Nice job

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Tupolev TU-95 Bear](#) on Thu, 20 Aug 2009 21:49:45 GMT

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i love it

what gun is that? i hope it can be remodeled

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Reaver11](#) on Thu, 20 Aug 2009 22:59:33 GMT

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nice job pawky,

can I add it in the beta package?

I believe its an m4a1 with a m203. Im really not sure at the rifle westwood just called it the m203. I found the old model of it its only 80 polys. (It is the already released beta package)

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Starbuzzz](#) on Thu, 20 Aug 2009 23:08:11 GMT

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thx all! Glad you like!

@ Reaver: yeah mate go ahead that will be awesome!

@ nikki: yo! That #8 was on the helmet of the artwork so I thought I could pop it on this one. I dunno what's so special about that number...it is on the BH sniper, laser guy and SBH as well.

edit:

That Beta items looks so good...can't believe many good stuff were rejected from the final game.

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Reaver11](#) on Thu, 20 Aug 2009 23:28:32 GMT

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Well most of the beta items have a good reason why they are skipped. I could explain it all but that would be a long story

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Tupolev TU-95 Bear](#) on Thu, 20 Aug 2009 23:35:00 GMT

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now if only the beta GDI soldier was made

if u need info about it PM me

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Nightma12](#) on Thu, 20 Aug 2009 23:39:40 GMT

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Reaver11 wrote on Thu, 20 August 2009 18:28Well most of the beta items have a good reason why they are skipped. I could explain it all but that would be a long story

Why? 99% of them were better.

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Reaver11](#) on Fri, 21 Aug 2009 01:35:12 GMT

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Nightma12 wrote on Thu, 20 August 2009 18:39Reaver11 wrote on Thu, 20 August 2009 18:28Well most of the beta items have a good reason why they are skipped. I could explain it all but that would be a long story

Why? 99% of them were better.

There are several reasons. First things first till my knowledge westwood made like three different versions of Renegade. While in gamedevelopment the computers changed a lot
One big issue back in those days for model changes where the game requirements.

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For instance take the remodeld advanced powerplant. This thing is huge and it consumes alot of polygrons. I remember Phatlankton saying that it lagged his gmax and there where plans to use the building in the missions but it kinda was too complex and very demanding on the pc.
(Remember this was around the year 2000-2001, people where on p2/lowend p3's)

Main raison why the buildings changed was the visibility system. Tbh the vis in Ren sucks. Which means originaly big outdoors maps where hard to make and no pc could handle it those days.
(with renegades vis system) This is also the reason why most Ren buildings just are a closed box.
Meaning doors closed you wont need interiors to draw.

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The same reasons as for the adv nod pp go for the refinery its big. This one could have been used

in singleplayer in my eyes but was skipped out due to changes of the singleplayer concept. (In the Logan days you where a commando assisting in an aow game and not a special sneaky havoc who sneaks into anything)

Next thing is that the doors and corridors are half the size of the current Renegades buildings. Which means most of the interior should be redone to get it to work properly online.

In the end of this video you will see more of these small doors ->

http://www.youtube.com/watch?v=_3MhifOZEPE&feature=related

This is the version where logan was in charge and guns where like 80 polys. (See the m203 in a few posts above, if you want to check if it is real open up the orca entry animation and click unhide and you will find logan with the m203 and the m203 backmodel). Also to my knowledge there was no firstperson mode in that old Ren.

Next thing take the orcalifter. Its just a driving box. Which is skipped due to gameplay reasons it would have been as useless as having a cargotruck in the current Ren aow but then bigger.

Hench its nearly bigger then a mammoth tank.

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Most of the old vehicles have been changed when westwood was really adding multiplayer. Take the old buggy for instance

Toggle Spoiler <http://www.cnc-source.com/forums/index.php?app=gallery&module=images§ion=viewimage&img=3105>

This buggy was ment to be controlled by two persons. Imagine the current Renegade aow and that you would have to have two players control a Buggy while you can control a medtank with one person? Gameplay whise buggys would get worthless quickly. Also the persons inside are visible and the gunner is too. Which means the buggy cannot fire 360 degrees. Biggest reason it is skipped you would have to display the entry animation and keep the charachters visible ingame which means more polys and a more demanding game. (The reconbike had visible persons inside even the orca had it)

I have to admit the old vehicles looked alot more like CnC Tiberian Dawn. Still the Nod Flamentank had a very complex suspension system which would handle a suspension limit of 0.2 Which would make it able to drive but if you encounter a slope it gets stuck, bluehelled or just fails at it + it is very big. Also it has no turret. try using a flamer without the turret setting when humvees just cirle around you and kill you.

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The Lighttank has suspension issues also its suspension length should be 0.25 but it just wont handle that way in Renegade. And in comparison with the mediumtank that Renegade has these models are high-pollied.

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Basically in a nutshell. These vehicles proved to be to highpolyed and some where just not fit for a good gameplay.

For weapons it mostly deals with taste the old weapons from 2000-2001 where just underpolyed incompare to the Renweapons now. (the m203 had 80 polys a sniper now has 1500 polys). Some

weapons just got different rolls like the automaticshotgun is a grenadelauncher now. Its just that we never had those guns and they look different.

Also one main reason for a lot of changes was that Westwood kinda had too much ideas and was turning Renegade in a DNF project. (Hench it missed shipping twice)

Basically the game had a lot of features(These are skipped):

- Animated vehicle entry animations <http://www.youtube.com/watch?v=y2i7NZIutjA> (its around 40 seconds) Also note that the camera is having a lot of issues with these small corridors in buildings.
- Persons inside vehicles: Well just more polygons to render.
- Dodge: Like unreal does it only the AI kept rolling on ledges
- Controllable base defences
- Capturable techbuildings (mutantlab/mutantpct)
- Call for backup in missions (Calling like an orca strike etc)
- Mobile gunemplacements

The main reason for change is just gamedesign, the earlier guns and vehicles just weren't fitting and too demanding for the pc's back when Renegade was being made.

I hope this explained a lot if not just ask.

Note:

All these models shown are released. I will add some new found / fixed stuff later on in my pack.
http://www.renz0r.net/Renegade_beta_assets_pack_1.0.zip

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [ErroR](#) on Fri, 21 Aug 2009 08:59:07 GMT

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ReaverLONG STORY

Wow I read all of that. Nice story But how come the m4a1 have 80 polygons? it's obviously a spline drawing then extruded o.o

P.S: Nice skin pawky, but why didn't you change the body a little to look more like the beta

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Dreganius](#) on Fri, 21 Aug 2009 10:09:55 GMT

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Niiiiice.

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Omar007](#) on Fri, 21 Aug 2009 11:38:16 GMT

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Like it! Very nice

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Starbuzzz](#) on Fri, 21 Aug 2009 13:10:11 GMT

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thx all once again!!

Reaver, nice story! I guess many of them are true...

ErroR wrote on Fri, 21 August 2009 03:59

P.S: Nice skin pawky, but why didn't you change the body a little to look more like the beta

Yeah lol...I think I got too excited and released. It looks good I think but yeah you are right, I should make the helmet and vest more darker and redraw some of the clothing and make em darker. I think I will release a second version and update it here! Thanks for suggestions, m8!

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Good-One-Driver](#) on Fri, 21 Aug 2009 16:15:47 GMT

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omg i want beta buggy

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [ErroR](#) on Fri, 21 Aug 2009 19:32:27 GMT

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GoodOneDriver wrote on Fri, 21 August 2009 19:15omg i want beta buggy
there is one, but you can't use it online. Unless you use that exploit that could get you banned

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [Tupolev TU-95 Bear](#) on Sat, 22 Aug 2009 14:36:50 GMT

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unless u modifie a objects.ddb but thats counted as hack

Subject: Re: [SKIN] Beta Nod Soldier reskin

Posted by [ErroR](#) on Sat, 22 Aug 2009 14:37:47 GMT

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goliath35 wrote on Sat, 22 August 2009 17:36unless u modifie a objects.ddb but thats counted as
hack
um, no. there is another way

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [Tupolev TU-95 Bear](#) on Sat, 22 Aug 2009 14:56:35 GMT
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ErroR wrote on Sat, 22 August 2009 15:37goliath35 wrote on Sat, 22 August 2009 17:36unless u
modifie a objects.ddb but thats counted as hack
um, no. there is another way
another way to be banned fail
uhhh ok

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [LeeumDee](#) on Sat, 22 Aug 2009 15:36:34 GMT
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goliath35 wrote on Sat, 22 August 2009 09:56
another way?
uhhh ok

The same method you insert certain cheats. Hence why it's not allowed and shouldn't be
discussed. Needless to say too, that it's completely unrelated. [/offtopic]

Very nice job on the reskin, i like it alot.

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [ArtyWh0re](#) on Sat, 22 Aug 2009 18:06:31 GMT
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Very nice reskin pawkyfox, just downloaded. And also thanks and well done on explaining about
the beta models and that Reaver11. A lot of things make more sense now.

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [Good-One-Driver](#) on Sat, 22 Aug 2009 22:17:46 GMT
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how those scrin do it?
the object file?

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [Gen_Blacky](#) on Sun, 23 Aug 2009 02:07:20 GMT
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GoodOneDriver wrote on Sat, 22 August 2009 17:17how those scrin do it?
the object file?

shader plugins or another way.

Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [ErroR](#) on Sun, 23 Aug 2009 10:34:51 GMT
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Gen_Blacky wrote on Sun, 23 August 2009 05:07GoodOneDriver wrote on Sat, 22 August 2009 17:17how those scrin do it?
the object file?

shader plugins or another way.

@Blacky wut?
@GoodOneDriver You realize it's something you can get banned for, considered as a cheat. So noone will tell you here how to do it. Also better don't try it, not worth it
