
Subject: [Model]Female Nod Officer
Posted by [DL60](#) on Thu, 15 Apr 2010 07:10:52 GMT
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WTF deathlink posted a release?!? Yea right I didn't expect that too.

Anyway I played our old CCR again 1 or 2 weeks ago and had some fun with the officer bashing snipers in field tunnel and talking a bit. The result was an idea which was quickly put together afterwards:

Female Nod Officer:

I didn't make anything new and created that model with existing stuff from ren.

The point now is that I'm not a very good rigger and I don't know how to make a real complete character setup (what is the `c_ag_nod_mgo.w3d`, `c_nod_mgo.w3d` for? I have no idea whats in there). So as you can see my rig is not the best one. That's why I attached the source of this model. Maybe someone can rerelease this as complete char setup with a better rig. I have no time and experience for that. There are max/gmax files in there. I didn't add the textures to the archive because they are all in renegade. You know where to find them ^^

For players I attached it as replacement for the primary sakura model. I wasn't able to make it as replacement for the nod officer.

As far as I know it doesn't work online. Somebody tested it and it doesn't work. Maybe it works when somebody rereleases it.

Have fun.

File Attachments

- 1) [FemNodOff-ForModding.zip](#), downloaded 302 times
- 2) [FemNodOff-ForPlayers-DATA.zip](#), downloaded 341 times
- 3) [NodFemaleEliteOfficer2.jpg](#), downloaded 2106 times



Subject: Re: [Model]Female Nod Officer

Posted by [GEORGE ZIMMER](#) on Thu, 15 Apr 2010 11:12:34 GMT

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Woah, nice man! Another awesome release by DeathLink6.0

Even if it's just using pre-existing stuff, it's still VERY well done (besides, if you do it right, who cares if you're mixing and matching pre-existing stuff?)

Subject: Re: [Model]Female Nod Officer

Posted by [Tupolev TU-95 Bear](#) on Thu, 15 Apr 2010 11:16:35 GMT

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If i have permission from DeathLink

Can i change the red to urban camouflaje? i want to make sure its in camo.

Also epic piece of work, its time theres a female officer .

Subject: Re: [Model]Female Nod Officer
Posted by [zeratul](#) on Thu, 15 Apr 2010 12:37:25 GMT
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nice

Subject: Re: [Model]Female Nod Officer
Posted by [Kimb](#) on Thu, 15 Apr 2010 15:19:25 GMT
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GEORGE ZIMMER wrote on Thu, 15 April 2010 06:12 besides, if you do it right, who cares if you're mixing and matching pre-existing stuff?
Trolls

Subject: Re: [Model]Female Nod Officer
Posted by [DL60](#) on Thu, 15 Apr 2010 15:31:36 GMT
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Thanks.

Quote:

Even if it's just using pre-existing stuff, it's still VERY well done (besides, if you do it right, who cares if you're mixing and matching pre-existing stuff?)
I just said this because it was one of the few projects where I made it that way and where the result turned out very well in my eyes.

If somebody improves the model or the setup, please send me the source.

Quote:

Can i change the red to urban camoflage? i want to make sure its in camo.

Do what you want with the source. Just give me credit where it is necessary.
For example you can also create a replacement for the alternative sakura model where you texture the female model with your modified version. Than you can have both variants. Just an idea.

Subject: Re: [Model]Female Nod Officer
Posted by [Tupolev TU-95 Bear](#) on Thu, 15 Apr 2010 15:45:19 GMT

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Ok thank you!

Subject: Re: [Model]Female Nod Officer
Posted by [DL60](#) on Thu, 15 Apr 2010 18:55:00 GMT

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Just saw that I uploaded the For-Players archive twice instead of uploading the source files.

Take a look in my first post. There are the gmax/max files available now.

Subject: Re: [Model]Female Nod Officer
Posted by [Sean](#) on Fri, 16 Apr 2010 11:37:41 GMT

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Phase-transport wrote on Thu, 15 April 2010 06:16 If I have permission from DeathLink

Can I change the red to urban camouflage? I want to make sure it's in camo.

Also epic piece of work, it's time there's a female officer .

So basically you want to re-skin it and make it look horrible.

No thanks.

Nice work Deathlink

Subject: Re: [Model]Female Nod Officer
Posted by [crisis992](#) on Fri, 16 Apr 2010 12:30:32 GMT

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Nice one =)
btw I made a reskin

File Attachments

1) [reskin.jpg](#), downloaded 1459 times



Subject: Re: [Model]Female Nod Officer

Posted by [Tupolev TU-95 Bear](#) on Fri, 16 Apr 2010 13:42:52 GMT

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Azazel wrote on Fri, 16 April 2010 12:37Phase-transport wrote on Thu, 15 April 2010 06:16If i have permission from DeathLink

Can i change the red to urban camoflage? i want to make sure its in camo.

Also epic piece of work, its time theres a female officer .

So basically u want to re-skin it and make it look horrible.

No thanks.

Nice work Deathlink

Erhm when i ment urban camoflage i ment it from a picture

Besides my nod is skinned with urban camo, looks out of place with a bright red mixed with camo

Subject: Re: [Model]Female Nod Officer
Posted by [reborn](#) on Fri, 16 Apr 2010 13:54:01 GMT
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DeathLink6.0 wrote on Thu, 15 April 2010 03:10
The point now is that I'm not a very good rigger and I don't know how to make a real complete character setup (what is the c_ag_nod_mgo.w3d, c_nod_mgo_.w3d for? I have no idea whats in there). So as you can see my rig is not the best one. That's why I attached the source of this model. Maybe someone can rerelease this as complete char setup with a better rig. I have no time and experience for that.

Rigger, please.

I like the model, looks very nice. Now renegade is at last enforcing an equal opputunityies policy, do you plan on adding a Mobius in a wheel chair or something?

Subject: Re: [Model]Female Nod Officer
Posted by [DL60](#) on Fri, 16 Apr 2010 14:09:28 GMT
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Quote:Now renegade is at last enforcing an equal opputunityies policy, do you plan on adding a Mobius in a wheel chair or something?
No.

Subject: Re: [Model]Female Nod Officer
Posted by [zeratul](#) on Fri, 16 Apr 2010 21:22:01 GMT
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Quote:Now renegade is at last enforcing an equal opputunityies policy, do you plan on adding a Mobius in a wheel chair or something?
id dl it

Subject: Re: [Model]Female Nod Officer
Posted by [TankClash](#) on Sun, 18 Apr 2010 07:01:41 GMT
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Looks good

Subject: Re: [Model]Female Nod Officer
Posted by [Sean](#) on Sun, 18 Apr 2010 13:17:24 GMT

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crysis992 wrote on Fri, 16 April 2010 07:30Nice one =)
btw i made a reskin

Azazel wrote on Fri, 16 April 2010 12:37So basically u actually did re-skin it and make it look horrible.

No thanks.

Nice work Deathlink

Subject: Re: [Model]Female Nod Officer
Posted by [ErroR](#) on Sun, 18 Apr 2010 14:58:10 GMT
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Azazel wrote on Sun, 18 April 2010 16:17crysis992 wrote on Fri, 16 April 2010 07:30Nice one =)
btw i made a reskin

Azazel wrote on Fri, 16 April 2010 12:37So basically u actually did re-skin it and make it look horrible.

No thanks.

Nice work Deathlink

Subject: Re: [Model]Female Nod Officer
Posted by [cAmpa](#) on Sun, 18 Apr 2010 15:11:56 GMT
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ErroR wrote on Sun, 18 April 2010 16:58Azazel wrote on Sun, 18 April 2010 16:17crysis992 wrote on Fri, 16 April 2010 07:30Nice one =)
btw i made a reskin

Azazel wrote on Fri, 16 April 2010 12:37So basically u actually did re-skin it and make it look horrible.

No thanks.

Nice work Deathlink

HAHAHA indeed.

Subject: Re: [Model]Female Nod Officer
Posted by [Kimb](#) on Sun, 18 Apr 2010 16:48:59 GMT
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Azazel wrote on Sun, 18 April 2010 07:17crysis992 wrote on Fri, 16 April 2010 07:30Nice one =)
btw i made a reskin

Azazel wrote on Fri, 16 April 2010 12:37So basically u actually did re-skin it and make it look horrible.

No thanks.

Nice work Deathlink

Subject: Re: [Model]Female Nod Officer
Posted by [zunnie](#) on Wed, 21 Apr 2010 23:50:04 GMT
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Pretty nicely done, good work

Subject: Re: [Model]Female Nod Officer
Posted by [Havoc 89](#) on Thu, 22 Apr 2010 08:57:58 GMT
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Haha, thats pretty cool. Nice work.

Subject: Re: [Model]Female Nod Officer
Posted by [DL60](#) on Fri, 23 Apr 2010 16:58:13 GMT
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Havoc 89 wrote on Thu, 22 April 2010 03:57Haha, thats pretty cool. Nice work.
Nice to hear - especially from you
