
Subject: C&C Tiberium Garden

Posted by [Aircraftkiller](#) on Sun, 16 Oct 2011 04:26:36 GMT

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Fabian (better known as SEAL on here, before he changed his name) and I are working on a special "mod map" for Renegade that will re-create the world of Tiberian Dawn in first person. Right now, we've got set tasks and we're progressing nicely. Fabian is handling prop work (such as trees, bushes, etc) while I'm developing vehicles, building exteriors and interiors, and the terrain mesh. The beauty of this is that it will run as a regular *.MIX file and you'll get all of the new buildings and vehicles without needing to install any stand-alone mods.

It's not going to be built from the original Tiberium Garden map layout. I'm using the displacement map I painted for Keep off the Grass in Red Alert. Here's what it looks like for now.

Here's the GDI Weapons Factory. The door opens, there's an elevator that brings vehicles up from the ground floor. You take ladders to the catwalks and take an elevator to the control room where the MCT is situated.

Compared to the Renegade WF, you can see the difference in detail.

Here's the Advanced Power Plant, however, it's an older version without proper textures.

Here's the Tiberium Harvester that I've been modeling every so often for the past week.

It's designed (and animated) so that the "mouth" on the bottom will open as it harvests. I'm also planning on developing the same animation it used in TD - the Refinery pulls the holding tank off of the Harvester after the Harvester's cab splits in half to allow it. It then gets "plugged into" the roof of the Refinery to hold it still, and is replaced inside the Harvester and it continues to harvest.

I'll be painting it shortly. We've got a bit of work left to do, but there's a few structures that have their exteriors finished as of now. I've done the Turret, Repair Facilities, Power Plants, Advanced Power Plants, and the Weapons Factory. I'll be developing the Airstrip afterward using this radar antenna I created months ago:

Bear in mind that I'm developing these structures and vehicles to be as accurate to Tiberian Dawn as is possible. I don't have a release date yet. I can't even guarantee that we'll release anything at all, but we're plodding forward and should have something to show within a month or two.

Last but definitely not least, check out Fabian's impressive tree props, Tiberium sponges/crystals, and assorted other items.

Subject: Re: C&C Tiberium Garden
Posted by [Fabian](#) on Sun, 16 Oct 2011 04:40:13 GMT
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Props galore

File Attachments

1) [props.jpg](#), downloaded 1426 times



Subject: Re: C&C Tiberium Garden
Posted by [reborn](#) on Sun, 16 Oct 2011 09:11:40 GMT
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How is it possible that you've produced so much excellent work in such a short space of time?

Subject: Re: C&C Tiberium Garden
Posted by [iRANian](#) on Sun, 16 Oct 2011 09:16:08 GMT
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Wow, that's amazing. I've always wanted to play a Tiberian Dawn mod and having it as a map is the best way to accomplish it. Everything shown looks great.

Subject: Re: C&C Tiberium Garden
Posted by [Spoony](#) on Sun, 16 Oct 2011 11:17:25 GMT
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will you be keeping the Renegade infantry? cos most of them weren't in tiberian dawn.

it might be a nice change to have just the C&C infantry.
i.e. minigunner, grenadier, flamethrower, rocket soldier, chem warrior, commando, and technician/engineer. most of them considerably beefed up, so e.g. minigunners could damage heavy vehicles, flamethrowers were actually good anti-infantry etc. but i guess engineers couldn't repair vehicles in the field.

i guess the GDI airstrike probably isn't feasible, eh

Subject: Re: C&C Tiberium Garden
Posted by [GEORGE ZIMMER](#) on Sun, 16 Oct 2011 15:24:32 GMT
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Fucking awesome! Also, I feel infantry should be handled similar to APB- very much like how they are in the original game, but with a few additions/tweaks that generally make sense anyway.

Subject: Re: C&C Tiberium Garden
Posted by [Spoony](#) on Sun, 16 Oct 2011 17:10:29 GMT
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come to think of it, the only thing engineers in Tiberian Dawn could do was capture structures (and chinooks i think, in a couple of missions); don't think they could even repair their own structures.

maybe they should be able to repair friendly stuff, just so there is actually some point buying them and so it does somewhat resemble Renegade.

Subject: Re: C&C Tiberium Garden
Posted by [halo2pac](#) on Sun, 16 Oct 2011 22:31:57 GMT
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Maybe he should make them capture buildings.

and he is able to produce that much so fast because hes made hundreds of maps.

Subject: Re: C&C Tiberium Garden
Posted by [Generalcamo](#) on Mon, 17 Oct 2011 01:27:37 GMT

I am thinking that engies should be handled in a similar way to APB. Technicians are free, and have a basic repair gun. Engineers have a cost, but have a remote C4, an improved repair gun, and for dirty jobs, a golden wrench/spanner.

It looks like the radar dish is from the radar dome he was making for APB a while ago, and the harvies and mammy are both works that have been done ages ago.

Subject: Re: C&C Tiberium Garden
Posted by [Spoony](#) on Mon, 17 Oct 2011 02:05:50 GMT
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engineers in tiberian dawn were a little different to red alert; it only took one to capture a full-health building, but they couldn't repair friendly structures.

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Mon, 17 Oct 2011 02:09:47 GMT
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Generalcamo wrote on Sun, 16 October 2011 21:27I am thinking that engies should be handled in a similar way to APB. Technicians are free, and have a basic repair gun. Engineers have a cost, but have a remote C4, an improved repair gun, and for dirty jobs, a golden wrench/spanner.

It looks like the radar dish is from the radar dome he was making for APB a while ago, and the harvies and mammy are both works that have been done ages ago.

I'm probably not changing the infantry. I really don't feel like modeling a full set of characters for this. Regarding the radar dish, yes, it's from the Radar Dome I was developing. The fact that it's based on aviation radar makes it suitable for the Airstrip. I'm not sure where you're getting your information on my work, though. I started developing the Harvester last week. The Mammoth was re-developed for Fjords a few months ago.

Subject: Re: C&C Tiberium Garden
Posted by [jonwil](#) on Mon, 17 Oct 2011 05:46:35 GMT
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Renegade already has enough character & weapon models for a TD mod, you would just need to figure out some suitable ballance for it all.

For GDI commando = havoc, engineer, grenadier, rifleman and rocket soldier already exist. And for Nod, you would need a commando model (i.e. figure out which Nod soldier to use for the

Nod commando) but the chem warrior, engineer, flamethrower, rifleman and rocket soldier already exist.

Subject: Re: C&C Tiberium Garden
Posted by [reborn](#) on Mon, 17 Oct 2011 15:29:23 GMT
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jonwil wrote on Mon, 17 October 2011 01:46Renegade already has enough character & weapon models for a TD mod, you would just need to figure out some suitable ballance for it all.

For GDI commando = havoc, engineer, grenadier, rifleman and rocket soldier already exist. And for Nod, you would need a commando model (i.e. figure out which Nod soldier to use for the Nod commando) but the chem warrior, engineer, flamethrower, rifleman and rocket soldier already exist.

I'm loving the typical programmer principles here "Do not reinvent the wheel!".

Subject: Re: C&C Tiberium Garden
Posted by [danpaul88](#) on Mon, 17 Oct 2011 15:56:42 GMT
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reborn wrote on Mon, 17 October 2011 16:29
I'm loving the typical programmer principles here "Do not reinvent the wheel!".

Depends on the programmer... some seem to think using code written elsewhere will somehow contaminate their code and therefore all code must be re-written from scratch specifically for their project. Also known as Not Invented Here - http://en.wikipedia.org/wiki/Not_Invented_Here

Back on topic;
This project looks promising, cant wait to see the end result. Nice work as always Aircraftkiller.

Subject: Re: C&C Tiberium Garden
Posted by [GEORGE ZIMMER](#) on Mon, 17 Oct 2011 23:20:29 GMT
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jonwil wrote on Sun, 16 October 2011 22:46Renegade already has enough character & weapon models for a TD mod, you would just need to figure out some suitable ballance for it all.

For GDI commando = havoc, engineer, grenadier, rifleman and rocket soldier already exist.
And for Nod, you would need a commando model (i.e. figure out which Nod soldier to use for the Nod commando) but the chem warrior, engineer, flamethrower, rifleman and rocket soldier already exist.

This was what I thought. Just take out Gunner, Patch, and etc, then balance the existing characters.

Maybe the Black Hand Sniper could be used for the Nod commando? They look pretty badass and commando-y.

Subject: Re: C&C Tiberium Garden
Posted by [liquidv2](#) on Mon, 17 Oct 2011 23:47:08 GMT
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hot damn hoo diddley that looks neat ACK

the only suggestion i have is making the tib crystals brighter
in that picture they look entirely unthreatening
like i could just scoop some up and grow it in a garden somewhere

Subject: Re: C&C Tiberium Garden
Posted by [Jerad2142](#) on Tue, 18 Oct 2011 00:17:42 GMT
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I have to agree with that, you should make the crystals glow more, they kind of blend in too well right now with the rest of the environment.

Subject: Re: C&C Tiberium Garden
Posted by [Fabian](#) on Tue, 18 Oct 2011 01:09:08 GMT
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You guys realize two people made all this stuff, right? You're acting like ACK made everything.

I'll see what I can do about making my tiberium crystals more menacing looking. I was thinking visible tiberium gas would do the trick. Maybe increasing the saturation of the green will make it look more radioactive...

-edit

anyway, here's today's progress

Subject: Re: C&C Tiberium Garden
Posted by [liquidv2](#) on Tue, 18 Oct 2011 03:50:24 GMT
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i didn't know you were here; nice work kind sir
i figured ACK was acting as a messenger

i've been playing world of tanks and i feel like i should be able to run that fence and giant spools and barrels over and make them explode into nothing; does the fence block vehicles?

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Tue, 18 Oct 2011 03:52:25 GMT
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As I said in the topic, Fabian is handling props. I'm taking care of terrain, buildings, and vehicles.

Subject: Re: C&C Tiberium Garden
Posted by [danpaul88](#) on Tue, 18 Oct 2011 07:58:27 GMT
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Fabian wrote on Tue, 18 October 2011 02:09You guys realize two people made all this stuff, right? You're acting like ACK made everything.

The screenshots shown before your post were almost exclusively of the buildings and vehicles, which Aircraftkiller said he was working on. Therefore we didn't really have much of your work to comment on previously.

At least, that's why I directed my comments at Aircraftkiller directly instead of to both of you as a pair initially, not sure about anyone else.

Although looking back there are a couple of props and such towards the end of the first couple of posts, I suspect the forums had a brain fart and stopped loading properly partway through or something, or I was simply being extra blind that day.

Subject: Re: C&C Tiberium Garden
Posted by [GEORGE ZIMMER](#) on Wed, 19 Oct 2011 01:14:49 GMT
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Those props really remind me of something out of Half Life 2, for some reason. They look fantastic, though, so that's not really a problem.

Also, one thing I gotta give you kudos for, ACK, is that your maps definitely capture the graphic design of the original C&C. Fabian's props compliment this perfectly.

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 03:09:37 GMT
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We are trying to avoid the HL2-esque appearance at all costs. No sense in copying art styles like that.

Progress is a little slow lately. I'm working a low-wage job until my career opens up, so I'm a bit tired when I get home. I'm unwrapping the Tiberium Harvester - which is almost complete - and I should be painting it by this weekend.

Subject: Re: C&C Tiberium Garden
Posted by [Fabian](#) on Sun, 23 Oct 2011 21:15:50 GMT
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- Shipping container model much more optimized
- Better utility poles

Subject: Re: C&C Tiberium Garden
Posted by [danpaul88](#) on Tue, 25 Oct 2011 12:11:35 GMT
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If you want to optimize performance merge all those power lines (and other identical or very similar objects) into a single mesh prior to exporting to w3d. Based on what saberhawk told me once that will reduce the number of gpu calls required to render a frame and thus improve performance.

Subject: Re: C&C Tiberium Garden
Posted by [grant89uk](#) on Tue, 25 Oct 2011 13:10:42 GMT
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liquidv2 wrote on Tue, 18 October 2011 04:50does the fence block vehicles?

I would like to know this too. One major problem with renegade is the way in which everything is so static and unchangable. I know the engine is old and might not be the greatest but some level of destructiveness in the environment would be great. Because lets face it, tanks should be able to run over wooden fences lol..

Subject: Re: C&C Tiberium Garden
Posted by [iRANian](#) on Tue, 25 Oct 2011 13:12:21 GMT
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Those props look fantastic, I do get a Half-Life 2-like feeling like Mr. Zimmer said.

Subject: Re: C&C Tiberium Garden
Posted by [Jerad2142](#) on Tue, 25 Oct 2011 17:54:03 GMT
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danpaul88 wrote on Tue, 25 October 2011 06:11 If you want to optimize performance merge all those power lines (and other identical or very similar objects) into a single mesh prior to exporting to w3d. Based on what saberhawk told me once that will reduce the number of gpu calls required to render a frame and thus improve performance.
However, that only works if they have all the same texture. In addition I'm pretty sure what saberhawk told us was pretty dumbed down, because a graphics card draws from furthest view distance to closest, so it's still going to have to switch between draw calls, especially on big objects like long power lines, as it gets closer to you across the scene.

Subject: Re: C&C Tiberium Garden
Posted by [Fabian](#) on Tue, 25 Oct 2011 20:45:27 GMT
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danpaul88 wrote on Tue, 25 October 2011 08:11 If you want to optimize performance merge all those power lines (and other identical or very similar objects) into a single mesh prior to exporting to w3d. Based on what saberhawk told me once that will reduce the number of gpu calls required to render a frame and thus improve performance.

The five utility poles and all the wiring are currently accomplished with a single draw call. We'll definitely be combining meshes where ever possible, within reason (w3d appears to not support meshes above a certain number of triangles, so combining every single last tree, for example, probably won't be possible)

grant89uk wrote on Tue, 25 October 2011 09:10 liquidv2 wrote on Tue, 18 October 2011 04:50 does the fence block vehicles?

I would like to know this too. One major problem with renegade is the way in which everything is so static and unchangable. I know the engine is old and might not be the greatest but some level of destructiveness in the environment would be great. Because lets face it, tanks should be able to run over wooden fences lol..

These aren't currently placed in a map and there aren't any collision settings in place. Things that like the fence that look like they shouldn't block vehicles could be placed in areas that vehicles can't access in the first place to avoid the issue altogether.

Subject: Re: C&C Tiberium Garden

Posted by [GEORGE ZIMMER](#) on Thu, 27 Oct 2011 15:19:03 GMT

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So after thinking on the idea of changing infantry up, here's some ideas I have (obviously up for discussion, but I figured I'd present something to contribute).

warning: contains TL;DR and spergin'

Toggle SpoilerFirst, let's pretend all the existing infantry are now inaccessible, and then need to be built back up from scratch (rather than tweaking each one, removing certain ones, etc). Of course, I'll refer to stock Renegade's infantry, but again, as a reference. I'm sure you're already taking this approach, but still.

- The basic class, the minigunner, should have a pretty basic rifle that can do roughly the damage the current laser rifle can do vs infantry, minus the fairly heavy anti-vehicle capability. This means they're consistently useful, but due to their health, aren't going to be a huge threat.

- The second class, rocket soldiers, should be basic (free) infantry. Their movement speed should be slower than minigunners, but they should still have access to homing rockets to deal with vehicle and aircraft threats. They wouldn't be able to do huge amounts of damage (unless in groups), but would act as a sort of "go to" free counter to vehicles and aircraft.

Due to their slowness and lack of armor (more than minigunners but still not much), they'd not be a "hurr everyone get this!1" unit. Just use the shotgunner model (thus replacing them).

- Engineers should remain basically as they are (unless you can find a way to have a weapon that does extra damage to MCT's without modifying the warhead text). Though, maybe an added bonus of being able to take over neutral structures (if ever put in)? It'd be neat to change up the gameplay.

- Flamethrowers should become a purchase unit, and have a boost. I'm thinking an increase in spread, along with a damage increase. I'm not sure if .mix files can use .w3d replacements, but I remember I once messed around with the flamethrower emitter and made the spread larger (and messed with other settings). It actually looked pretty cool- it also fit a hell of a lot more, because the current little exhaust fume gun looks like crap (which fits considering its shit damage).

Because you're probably going to give infantry infinite ammo, might I suggest removing the flamethrower's need to reload? Then, give it a secondary fire mode that shoots a little ball of fire (that has a slow rate of fire so you'd have to wait to use either firing mode).

Basically, make the flamethrower not suck (I haven't played Fjords so I dunno how you handled this, but I'd imagine you'd have to change it up at least a little if you plan on restructuring infantry).

- Grenadiers could... uh... actually, I dunno, but I'm positive you'd come up with a better solution than me anyway (if you haven't already), so yeah. If I recall, you gave them a "cluster" secondary fire, which is pretty neat. Though, they should also be purchase units, so they can actually be useful.

-Technicians/Hotwire can be the same as they are. Or, you can go the badass route, and make them able to place down those sentry guns that were initially planned for them. Of course, that would probably be a pain to implement, and would require some balancing. But damn, it'd be cool.

Also, you COULD switch the roles of Engineer and Technicians (which makes more sense), but that'd mean you'd have to find a replacement for Hotwire. Which, I dunno if you want to find/make a skin/model replacement just for that, so, not really necessary.

-Stealth Black Hands, I feel, could stay- but be given a different weapon. Maybe just the regular autorifle that minigunners would have? Either way, the idea of infantry combat being actually useful (unlike how it was in C&C95) means the approach to it should be treated differently. Given that, Nod should have expanded abilities in infantry combat... namely, stealth.

-Commandos should be given the regular sniper rifle (because FUCK ramjets), and a single remote C4 (as well as a timed C4). Not enough to take down a building single handedly, but enough to aid a base raid and thus be a threat to buildings (instead of just "hurp durp i snipe u"). GDI's should use Logan's model (because Logan is cooler), and Nod's should use the Black Hand Sniper model.

-Chem Troopers should basically be how they are now, but balanced to be up to par with the new flamethrower infantry. The weapon itself should be a more "concentrated" jet of chemicals, so it functions a bit different than the flamethrower (so, y'know, variation and all that rather than the chem trooper being "hurr same thing but better!"). It shouldn't necessarily be able to do more damage (it should be about the same, maybe a bit more) than the flamethrower, because they have the added bonus of being able to walk through tiberium.

--

Obviously, given all that, Nod would end up with two more infantry than GDI, but Nod already has more vehicles, so I don't think that's a huge issue. Besides, GDI gets the grenadier, who should be pretty badass.

I'm sure there's plenty of problems that would arise if all that were to be put in verbatim, but I don't expect that. However, one major thing I'd love to see emphasized is that every unit has its purpose- even the cheap or free ones- during pretty much every point of the game.

I'd also like to see infantry combat expanded a little beyond just "C&C95 in first/third person". This somewhat works with vehicles (although Humvees/Buggies are shitty), but infantry combat is changed pretty radically just by the shift from RTS to action/strategy. So I'd like the approach to be less "hey let's just have only the units C&C95 had", and more "hey let's base things off C&C95, then expand things a little to make sure they're useful and fun to play in first/third person".

Subject: Re: C&C Tiberium Garden
Posted by [Fabian](#) on Sun, 06 Nov 2011 18:46:42 GMT
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Added some simple sandbags. Progress has been slow on my end because--I'll be honest--I've

been playing a lot of BF3.

Subject: Re: C&C Tiberium Garden
Posted by [Taz](#) on Mon, 07 Nov 2011 11:34:52 GMT
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Not bad, but i think the rocks could use some more detail.
Perhaps add some small rocks surrouding the bigger one.

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Mon, 14 Nov 2011 08:20:41 GMT
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The Harvester is coming along, but I need to put some more effort into it. It's about 65% finished at this point. We're making progress. Just hired someone new to help with the project as well. Will announce them later.

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 06:27:17 GMT
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Latest work done to it. Hoping to be finished by the end of this week.

Subject: Re: C&C Tiberium Garden
Posted by [GEORGE ZIMMER](#) on Sun, 20 Nov 2011 09:45:46 GMT
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The metal looks like concrete... maybe change/darken the texture a bit?

Subject: Re: C&C Tiberium Garden
Posted by [Generalcamo](#) on Fri, 25 Nov 2011 01:42:46 GMT
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Perhaps add an enviroment shader to the metal so that it is a little shiny.

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Fri, 25 Nov 2011 02:00:29 GMT
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I haven't put in the pseudo-lighting that needs to be hand-detailed yet.

Give me some time, I barely have enough to work on this as-is.

Subject: Re: C&C Tiberium Garden
Posted by [Aircraftkiller](#) on Sun, 27 Nov 2011 04:26:59 GMT
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I would upload it to my personal website but it's on the fritz right now. I got the wheels mostly finished. They need some touching up on the back side, and perhaps a bit more wear and some dirt build-up on them. I'm almost done with this vehicle, will be starting the preliminary terrain development soon. Here's the direct link to the file, because of forum resizing and all that:
<http://i43.tinypic.com/5w02e9.jpg>

Ignore the front left wheel, it's only bright because I selected the faces. I normally hide that wheel when I'm working.
