Subject: Hmmm... Cool.
Posted by Deafwasp on Mon, 21 Apr 2003 15:13:37 GMT
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I am concidering making a TC for Generals to make it into my vision of Tiberian Sun. And I have been thinking of the hand of nod for some time, So I modeled the building.

Now I only have done the basic shape so far but it looks pretty good IMHO.
I am going to add an entrance, a base and some structure features. Then I will skin it, just to finish it up.

Any modelers interested in helping me with my Tib Sun mod for Generals?

Subject: Hmmm... Cool.
Posted by CNCWarpath on Mon, 21 Apr 2003 16:08:34 GMT
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Good Job man, how many polys?

Subject: Hmmm... Cool.
Posted by Deafwasp on Mon, 21 Apr 2003 16:26:48 GMT
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the finished version will be under 1000 polys. that pic there was it at 500 polys, including the underside of the palm and finders.

Subject: Hmmm... Cool.
Posted by Deafwasp on Mon, 21 Apr 2003 17:00:09 GMT
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I have decided to make 2 versions, One fit for generals and one that is a fit replacement for the renegade Hand of Nod.

Subject: Hmmm... Cool.
Posted by maytridy on Mon, 21 Apr 2003 19:24:03 GMT
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I'm sorry for asking such a noobish question: but what doeas IMHO mean?

(I Must However _____?)

BTW: Great job on the hand. Looks good.

Subject: Hmmm... Cool.
Posted by Beanyhead on Mon, 21 Apr 2003 20:05:07 GMT
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That looks very, very nice... Good idea.

Subject: Hmmm... Cool.
Posted by Deafwasp on Mon, 21 Apr 2003 20:16:18 GMT
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maytridyI'm sorry for asking such a noobish question: but what doeas IMHO mean?

(I Must However _____?)

BTW: Great job on the hand. Looks good.

IMHO: "In My Humble Opinion"

Oh am almost done with the reneade version, its a cool subterrainian building

I am done with the Generals Model and am preparing to skin it.

Subject: Hmmm... Cool.
Posted by Sir Phoenixx on Mon, 21 Apr 2003 21:07:54 GMT
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The Generals one will be 1000 polygons? Isn't that a little too much for a Generals building?

Subject: Hmmm... Cool.
Posted by OrcaPilot26 on Mon, 21 Apr 2003 21:10:23 GMT
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Generals buildings are 400-800 polys, the strange thing being that's more than Renegade building exteriors.

Subject: Hmmm... Cool.
Posted by Deafwasp on Tue, 22 Apr 2003 11:51:46 GMT
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Actually no, The finished Generals building will not be that high. Because Generals buildings are smaller and seen only from overhead I can optimize them.

Subject: Hmmm... Cool.
Posted by Deafwasp on Tue, 22 Apr 2003 17:48:16 GMT
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I also cut and pasted a picure of the unfinished hand into a generals screen shot. The buildings look as someone rotated itbefore construction. Looks crazy neat if you ask me.

remember, the building aint finished so it dont look right yet.

http://www.n00bstories.com/image.fetch.php?id=1676888656