Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 04:22:19 GMT
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what do you think about a lego mod? every thing conveted to legos, lego people, lego building, lego tanks.

Subject: Lego MOD!
Posted by Ferhago on Thu, 21 Aug 2003 04:30:44 GMT
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Not actually a lego mod. But certainly looks like it doesnt it

http://www.n00bstories.com/renforums/viewtopic.php?t=5540

Nifty little post about changing your world into lego mania!

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 04:36:07 GMT
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wow thoughs are some bad grafics!
i was imspiered about the lego mod from seth and i though back to my first major model from about 2 years ago lol its a lego guy, what do ya know!

this is of course from about 2 years ago so ill make another one with textures but this is basicly what the lego guys would look like.

Subject: Lego MOD!
Posted by TheMouse on Thu, 21 Aug 2003 05:47:58 GMT
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heh. interesting. legos were so much fun. go for it.

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 06:18:17 GMT
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here is a lego wepons factory, ya ya i know it sucks but it still need to be finnished and needs better lego texture

Subject: Lego MOD!
Posted by Jigg007x on Thu, 21 Aug 2003 06:24:37 GMT
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the lego guy is very cool,
though his mouth could be beter

Subject: Lego MOD!
Posted by boma57 on Thu, 21 Aug 2003 07:10:23 GMT
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Looks like you've got too many polys invested in the curves of the Lego Man.

And as for the face, I would do something like this instead of just the basic smilie face.

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 07:14:23 GMT
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ya i know it was my *first* major model so i really dint know much like what a good poly reange is,
it was 7488 polys, i got rid of the gay smile and made it look some what nice at 196 polys

i like thoughs faces, you made em?, can i have some?

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 07:32:45 GMT
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Here it is, finnished version, of chores the smile is not part of it and the color will be change for
each charicter, this is the lego dude we will be useing

Subject: Lego MOD!
Posted by Ferhago on Thu, 21 Aug 2003 08:20:35 GMT
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The first lego man looked better.

And do legos even need textures?

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 08:32:26 GMT
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first lego man going to look better no matter what you do it 7488 polys, the seconds one its a better 200 some polys and a texture for the head which i did not work on very hard, i need some better ones. and nothe legos dont need texture but its good to havea square texture for the bricks. one problem is makeing it not have so much polys cuz thar building has over 5000 polys! which is a problem and i cant get rid of the polys with out it messing up my texture   as fo vehicals i havent thought of that yet, if i should just build versions of the original vehcals for make new ones. the ground with not be as low as detail becuse lego ground has the smothing of textures and stuff but still wont be that smoothed.

Subject: Lego MOD!
Posted by Cebt on Thu, 21 Aug 2003 12:15:45 GMT
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lol i started on a lego mod a while ago (not public though) maybe we could work together

Subject: Lego MOD!
Posted by Sir Phoenixx on Thu, 21 Aug 2003 12:23:50 GMT
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Infinintone problem is makeing it not have so much polys cuz thar building has over 5000 polys! which is a problem and i cant get rid of the polys with out it messing up my texture

LOL... Are you serious? 5000 polygons for that thing? How the hell did you manage to stuff 5000 polygons in there? Don't tell me, you modeled each individual "lego block"?

Subject: Lego MOD!
Posted by boma57 on Thu, 21 Aug 2003 13:07:45 GMT
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Infininti like thoughs faces, you made em?, can i have some?

I didn't make them, I just searched on Google

Subject: Lego MOD!
Posted by MonkeyPhonic on Thu, 21 Aug 2003 14:16:08 GMT
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If you make it they will come.

That is to say, lego will come along and make it go away. I've worked with Lego and one of their big polecies, if a little hypocrytical, is that no lego war toys or games can be made. The hypocracy being, Medieval Knights Lego, Bionicals with their axes and swords, space lego with it's lazer guns and probably other examples, but apparently these dont count. What you won't find tho is a lego scud launchers, lego tanks, and lego bazookas, well other than the ones you made as a kid. The other thing is Lego Media will come along and see it as an infringment of their interlectual property and get cranky. Even if it is a none profit venture, it's still publicly portraing the Lego brand in a way they don't aprove.
Also you never see poeple being killed by violence in a lego game, such as being shot, blown up, etc.

It's a fun idea but you would most likely be told to quit.

Subject: Lego MOD!
Posted by Ugauga01 on Thu, 21 Aug 2003 14:35:52 GMT
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much.....

Give me the Model and i will rmodel it with at least 600Polys.

We can make that Lego Mod and when Lego Media say we must abort the project we will not do. We will continue and when somebody want it he must only ask

---

Subject: Lego MOD!
Posted by General Havoc on Thu, 21 Aug 2003 14:55:16 GMT
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You can get away with a few more polygons than normal because you don't need to use textures on objects if you want it a single colour like lego.

Subject: Lego MOD!
Posted by xSeth2k2x on Thu, 21 Aug 2003 15:19:40 GMT
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Lego Tower WIP:

the base is a bit off and it still needs the little stand thingie

---

Subject: Lego MOD!
Posted by Laser2150 on Thu, 21 Aug 2003 17:14:26 GMT
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Just yesterday i found the coolest thing on google!
http://www.netpresonic.com/lego/orca

heres a pic.

Subject: Lego MOD!
Posted by Cpo64 on Thu, 21 Aug 2003 17:37:23 GMT
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If the "Lego" name becomes a copyright issue, may I suggest useing the name of one of there underfunded competiters such as "MegaBlock" or even make up you own! :twisted:

Subject: Lego MOD!
Posted by mike9292 on Thu, 21 Aug 2003 17:59:46 GMT
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its a lego orca bomber from tiberian sun

Subject: Lego MOD!
Posted by xSeth2k2x on Thu, 21 Aug 2003 18:01:47 GMT
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hey mike get on msn

Subject: Lego MOD!
Posted by Laser2150 on Thu, 21 Aug 2003 18:20:20 GMT
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mike9292its a lego orca bomber from tiberian sun

i think i know that thank you very much , check the website link, theres more pictures of it.

Subject: Lego MOD!
Posted by xSeth2k2x on Thu, 21 Aug 2003 18:22:01 GMT

Laser2150mike9292its a lego orca bomber from tiberian sun

i think i know that thank you very much , check the website link, theres more pictures of it.

please dont turn this thread into a flamewar

Subject: Lego MOD!
Posted by Laser2150 on Thu, 21 Aug 2003 18:44:14 GMT

im sorry i wasn't trying to
But this looks really cool!
and if you want help let me know! i get bored of making stuff for no reason

---

Subject: Lego MOD!
Posted by mike9292 on Thu, 21 Aug 2003 18:50:15 GMT

maybe somepeople didnt play tib sun

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 18:54:25 GMT

ok the lego huy is OK its only 190 some polys now. the building is the bad part becuse the way i made it so it would be acturat if you made ot out of legos (each bricks is 0.7 x 0.7 x 0.4) so i extrud a layer 0.4 every time i want a new lego layer then i would just do optimis afterward but then it messed up all my textures which is a bad thing, and i cant fix it so i dont know what to do now...

Subject: Lego MOD!
Posted by Laser2150 on Thu, 21 Aug 2003 18:59:44 GMT

easy, optimize then apply textures.

Subject: Lego MOD!

Posted by Infinint on Thu, 21 Aug 2003 19:07:44 GMT
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do i have to remove the texture first?
most likely yes, ill do that!

Question for all of you, should the legos be bright like the reds blue greens, yellows, white and black like regulare legos or colored army colors and stuff

Subject: Lego MOD!
Posted by Laser2150 on Thu, 21 Aug 2003 19:10:17 GMT
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If i had a say, place the logo for each side with according GDI/Nod Cameo

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 20:16:35 GMT
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here it is, a lego wepons factory ionly 200 some polys!! there are 2 mesh prblem that i can fix and a added the window

Subject: Lego MOD!
Posted by Laser2150 on Thu, 21 Aug 2003 20:24:18 GMT
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what mesh proplem? and it scary it looks EXACTLY like the WF design.
but its still nice.

Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 20:31:17 GMT
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becuse it is the WF design.....
see that black line trangel thingy next the door, thats one and the light make the one on the side invisibal, there over laping meshs

Subject: Lego MOD!
Posted by bigwig992 on Thu, 21 Aug 2003 21:59:29 GMT

Aww, I thought I held the award for "Creator of the Dumbest Mod for Renegade" with my chicken mod. Ah well, best of luck to you.

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 02:30:45 GMT

your sooo mean

Subject: Lego MOD!
Posted by npsmith82 on Fri, 22 Aug 2003 02:52:38 GMT

MonkeyPhonicWhat you won't find tho is a lego scud launchers, lego tanks, and lego bazookas.

How about this one?

Subject: Lego MOD!
Posted by PsY on Fri, 22 Aug 2003 06:37:38 GMT

Hahah thats awesom nik!

Umm....I dont think lego company will even hear about this its so small (no offense)

Id love to play that though lol. Witht he lil plastic trees! ahhaha good times, good times.

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 06:51:08 GMT

i want to make a lego C&C_islands so i can use lego palm trees, THAY ROCK!
whats awsome nik?

Subject: Lego MOD!
Posted by Ugauga01 on Fri, 22 Aug 2003 07:11:05 GMT

---

npsmiths picture is out of a comic.

In that comic 3 Lego People make a Joint with Mariuhana

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 13:00:22 GMT

bump. if any one wants to help just give me an e-mail.

Subject: Lego MOD!
Posted by General Havoc on Fri, 22 Aug 2003 14:09:22 GMT

Infininthere it is, a lego wepons factory ionly 200 some polys!! there are 2 mesh prblem that i can fix and a added the window

In theory that texture is incorrect. Well not incorrect it's just a dodgy way to build if it was made from lego. Look at your house bricks (...maybe not if you live in the US) but they should be overlapping and not in big columns as they are. Remember legocomes in different sized bricks, some are longer than other so tha texture oculd be changed.

[/img]

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 16:25:49 GMT

its just a basice princibal, i can change the texture if a want

i still want to know what you guys think about what colors should be used, should thay be bright colors or more normel military colors? i like the bright colors

---

Subject: Lego MOD!
Posted by Cpo64 on Fri, 22 Aug 2003 16:33:36 GMT

The lego texture would have to look something like this...

(Edit: This would not work on a cube, please see below for one that does)

Of corse, this was done in paint in about 1 min, so someone probly would want to put more work into it... lol

---

Subject: Lego MOD!
Posted by Cpo64 on Fri, 22 Aug 2003 16:37:23 GMT
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For GDI you could use something like this

I agree with Laser2150, they should be yellow/gold, for "GDI" and red for "Nod."

(Edit: Wouldn't the best way to make a texture for this to take a picture of some lego?)
(Edit: Had to redo the texture, the old ones did not work on a cube, this one does)

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 16:38:15 GMT
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cool
um
ok
...

Subject: Lego MOD!
Posted by xSeth2k2x on Fri, 22 Aug 2003 17:26:23 GMT
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a bit bright isnt it?

Subject: Lego MOD!
Posted by kopaka649 on Fri, 22 Aug 2003 18:42:23 GMT
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i vote for original colors

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 18:47:00 GMT

what are the original colors? original lego colors or original ren colors

---

Subject: Lego MOD!
Posted by boma57 on Fri, 22 Aug 2003 20:05:31 GMT

How you make it look like legos is going to be done mostly in the models, but you should use a texture that makes the blocks appear more 3D.

Subject: Lego MOD!
Posted by xSeth2k2x on Fri, 22 Aug 2003 20:07:23 GMT

NICE! Thanks,Taximes

Subject: Lego MOD!
Posted by General Havoc on Fri, 22 Aug 2003 20:51:04 GMT

If you guys have an lego around you should build some stuff then model it in Gmax, it will be easier to do. You could build a lego refinery that harvests lego bricks. Maybe an lego apc?

As people said you may need to change the name to something like "bricks" or "brix" maybe?

Subject: Lego MOD!
Posted by Cpo64 on Fri, 22 Aug 2003 22:09:12 GMT

TaximesHow you make it look like legos is going to be done mostly in the models, but you should use a texture that makes the blocks appear more 3D.

These will not work... put on a cube and look at a corner, you will see why...

My colours were not important, it was the lay out of the bricks that is...
(Besides lego is not rounded)

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 22:29:32 GMT
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what i did was i took one brick and grays scaled it so i could make any color iwanted out of it

---

Subject: Lego MOD!
Posted by boma57 on Fri, 22 Aug 2003 22:33:19 GMT
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Cpo64These will not work... put on a cube and look at a corner, you will see why...

So use better UVW Mapping/Unwrapping if you have to

Quote:
My colours were not important, it was the lay out of the bricks that is...
(Besides lego is not rounded)

They're not rounded, they're bevelled to look rectangular and three dimensional as opposed to flat.

Subject: Lego MOD!
Posted by Cpo64 on Fri, 22 Aug 2003 22:48:28 GMT
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:rolleyes: If you use the method I used on the yellow bricks there is no problem... oh well, its not my problem, so I won't worry about it

---

Subject: Lego MOD!
Posted by Cebt on Fri, 22 Aug 2003 23:03:16 GMT
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general havoc have an idea about building the stuff first, im very creative and have a decent lego collection so if this is gonna be made count me in (if your interested) btw im also a decent modeler

---

Subject: Lego MOD!
Posted by xSeth2k2x on Fri, 22 Aug 2003 23:12:00 GMT
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msn me

sethj503@hotmail.com

Subject: Lego MOD!
Posted by Infinint on Fri, 22 Aug 2003 23:13:27 GMT
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ok shure you can help, just get msn messger and i need your e-mail.

Subject: Lego MOD!
Posted by spreegem on Fri, 22 Aug 2003 23:49:51 GMT
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Contact info is in my signature. I'll do modeling for you, but I can't skin.