
Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 15:31:00 GMT

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quote:Originally posted by Sir Phoenixx:The Berett m82a1: Screen 1, Screen 2 Polygon Count:

1027Total Construction Time: 2-2.5 hours(all references used: Picture 1, Picture 2, Picture 3)

quote:Wait a minute.....none told me we added ANOTHER weapons modeler. So if you are making weapons you come to me. If im not on go to Gibson.I'm not just modeling weapons, I'm doing weapons/vehicles/objects And go to you for what? I don't have to go to you for anything

.Everything besides the belt of bullets on that .50 machine gun sucks...My .50 machine gun w/ tripod made for an old hl mod I was on before (made as a map object):

http://planetquake.com/liquiddesign/images/egm_machinegun.jpgMy Dragunov (not draganov!)

sv-98 sniper rifle made for my current quake 3 mod a while back: Screen 1, Screen 2 (the real life gun: Pic 1, Pic 2, Pic 3)(Long and short of the story, I joined these forums a year ago, and I had a little over 2 years of experience in 3dsmax/gmax when you were just starting out. Remember that

crappy ass MP5? Looked more like a cheap gun carved out of a block of wood than an mp5.)It says your a renegade alert modeler. If you are you are udner my cmmmand and I will tell you what

wee need. Besdies that druganov doesnt even look like a driganov. they are not bolt action. and many other thigns. And its a .30 calibre machine gun.
