
Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:18:00 GMT

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I've finished modeling 3 weapons for Renegade Alert...The Flame Thrower: Screen 1, Screen 2 Polygon Count: 568 Total Construction Time: .75 - 1 hours (all references used: The real thing) The Dragon ATGM Launcher: Screen 1, Screen 2 Polygon Count: 456 (108 of that comes from the missile) Total Construction Time: .5 - .75 hours (all references used: The real thing) The Shock Rifle (shock trooper): Screen 1, Screen 2 Polygon Count: 748 Total Construction Time: 1.5 - 1.75 hours (all references used: RA1 Shock Trooper icon) Another weapon to go, the Berett M-82A1 (big .50 semi-auto sniper rifle), and a few vehicles (the cargo truck, and badger bomber for now) Any suggestions? [February 21, 2003, 17:20: Message edited by: Sir Phoenixx]
