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Subject: Anyone need a modeler?

Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:32:00 GMT

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I'm currently on my personal Renegade Mod, and a quake 3 mod. But the only one that I've got work in is my Renegade Mod(I've finished everything that i had to do in the quake 3 mod for now), so I've got quite alot of free time.I have nearly 3 years of experience in 3dsmax and gmax modeling objects, anything from weapons to vehicles, to very low poly trees and buildings (and everything in between).The only thing I'm new to is the UVW mapping, skinning and boning (always had a skinner/2d artist on my mod teams before that did the skins, and the games that I modeled on didn't use bones before).So does anyone need an experienced modeler for their mod?

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