Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by Anonymous on Sat, 11 May 2002 09:44:00 GMT

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quote:Originally posted by Buzzinhead:hey im sorry 2 break yer hearts or anything but...1.) that was jus done on the tutorials,2.) do you have any idea how many polygons those heads have?3.) you cant have meshsmooth when exporting your files4.) your mod would be novel for about 10 mins, then we would realize its not as good as playing normal renegade5.) WHY GNOMES!?!?!? (they r goblins anyway)but wat the hell if u can get sum1 2 do it, sure*Sigh*As said before, if you had all read the few first posts you would relalise that i have already stated most of what you said, and that the pictures was mostly a kind of joke. They are my version(s) of the tutorial, and i do ofcourse know they are very high poly (1354 for the base head), and that they couldnt be used in a mod.And who says they arent gnomes? How do YOU know?   Those pictures was mostly to show my view of the (roof-)gnomes, and get the imgaination going.But i am still reading and learningn more aobut Gmax...[May 11, 2002: Message edited by: brutus]