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Subject: My First Weapon Model

Posted by [icedog90](#) on Thu, 17 Mar 2005 04:24:47 GMT

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Yes, this is the first weapon model I've ever finished so far...

This is the Ingram MAC10. It still needs a few adjustments, most of which are noticeable. One of the most noticeable things that's wrong with this model is the strap in the front... the hook doesn't close in enough and looks like the whole strap can easily fall off. I actually already fixed that, but I rendered these before I did. Another thing is the bolt on the thing that holds the stock, it should be there but it isn't due to the poly count. I plan to reduce the poly count so I can add that detail later.

Polygons (without the silencer): 3610

This model is Half-Life 2 quality, this is not for Renegade. I still think the poly count is too high; I plan to lower it by at least 500.

Here are the renders: