
Subject: Re: Who wants a challenge??

Posted by [\[REHT\]Spirit](#) on Mon, 28 Apr 2003 13:26:59 GMT

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Sir PhoenixxMadtoneMaytridy is going to attempt, i wanna see who else can step up to the challenge!!!

this is my latest low poly model

<http://modx.renevo.com/showthread.php?s=&threadid=275>

lets see who can bone it and get it to work and also fire missile and use the dual scavenger rifles.

i just wanna see screenies, thats all!

go go go!!!

*** EDIT ***

just wanted ya to know that it only use's 3 textures! hehe

Can't you learn how to put your models in game? Can't do it without getting someone who's gullible enough to get them in for you?

(That skin is great. That model is alright. The center of the vehicle (the treads and the thing around it) and the left arm thingie (the missile part) needs work. The right arm looks great.)

This could be viewed as another way. In a way this is team-work among the community, more people get to contribute and get their names on things, thus more people are known, thus more work will, hopefully, get noticed. Thus everyone gets a piece of the pie, or at least a lot more do. Also this lets Madtone get more models out, while others can have fun boning, so more is done and you get more in less time!

Personally I can't bone worth nothing (I tried a few times, once on an alien mech, it's left arm kept flying around the mech like a jet pilot while the other arm stayed attached and spun around), so I wish you guys luck!
