
Subject: Re: Renhelp.net - Contribute your models!
Posted by [Halo38](#) on Fri, 15 Sep 2006 12:08:47 GMT
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Blazea58 wrote on Thu, 14 September 2006 22:27 Wow just when i thought people would never get so devious, we see 2 identical models of a grenade done by two seperate people yet both have phycsic abilities to come out with the exact same smoothing and polygon structure. I would hate to say it Theboom69, but if you cant supply evidence you made it, nobody will believe you. Why not show some of the early progress on it, an earlier save even? Show some of your other work, that can't be all you have ever made can it? Lol you got busted.

Aside from that The forklift owns, did it ever get textured? Some pretty good looking models you got there halo38. I like that castle on the mountain, has a nice overall effect. And what is that picture in the second set, at the top right? Is it a maze? looks very complicating.

I was talkin to a mod leader on MSN and apparently the Theboom69 has a reputation for taking other peoples work and claiming it is his. (don't shoot the messenger though)

forklift? I guess you mean the bob cat (vehicles - bottom left) no I didn't get round to the texture but it is unwrapped and the download will include the .psd with the unwrapped co-ordinates image the model is boned and I had it working perfectly in-game on a test map

yeah the top right is a maze also part of that RPG mod I mentioned there are many paths to rooms at the sides which I intended to have powerups, the room at the far wall would hold a enemy boss - bit of inspiration from Final Fantasy 7 temple of the ancients. you'll notice that there are some big steps these I planned to have a vine texture on and place ladder nodes so players could climb up them. there are also blockers round the whole maze so that players couldn't take short cuts

Edit: heres some bigger pics of the maze