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Subject: Reborn/APB are Recruiting

Posted by [drunkill](#) on Wed, 27 Sep 2006 09:50:26 GMT

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WE NEED YOU! \*points\*

We are looking for talented people to help work with the Reborn & A Path beyond teams. We have tons of things to do for both mods and need a few extra pairs of hands to help lighten the load.

3d Modeler

An experienced 3d modeller who is capable of UVW mapping their own (and others) work. Being able to texture is a plus, but not required.

Examples of your work are necessary and should be submitted in .3DS format.

Character Modeler/Texturer

We are looking for people (at least two) who can model realistic characters.

Being able to texture is a plus, but not required.

Examples of work are needed and should be submitted in .3DS format.

Texture Artist

We are looking for a talented texture artist who is capable of working from UVW unwraps to create realistic looking weapon/vehicle/building textures. Someone who knows how to use Photoshop or another program capable of saving to .PSD with layers. Examples of work are required and should be submitted in .PSD format.

If you wish to apply, write an email to [Renardin\[at\]gmail\[dot\]com](mailto:Renardin[at]gmail[dot]com) attach some of your work.

Drunkill

Promotional Artist

Red Alert: A Path beyond

[www.apathbeyond.com](http://www.apathbeyond.com)

Reborn & APB site.

Edit by YSL: stickied for two weeks.

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