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Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Mon, 02 Jun 2003 00:06:13 GMT

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Thanks for the tips, Sir Phoenixx, I appreciate it.

Quote:This is supposed to be the Colt m4 right? It is VERY HARD to tell what that model is.

I didn't model this after anything, I guess I made a mistake, I should model after real weapons. I just started making a gun off the top of my head. It was just kind of a fantasy gun, I wasn't really going for precision and realism.

Thanks for the background tip.....I've used it before for spline modeling, I'll put it to use here too.

Quote:Let those that have experience in modeling make the mod's models. While they're doing that you can practice and learn 3dsmax/gmax and get some more experience in modeling before you try to make a model that's going to be released publicly.

As of now, we don't have many weapon modelers, (just me and one or two others) so I thought I would give it a try.

I'll either majorly fix this model up or just scrap it.

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