
Subject: Anyone?

Posted by [c0vert7](#) on Tue, 08 May 2007 12:42:39 GMT

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Anyone looking for a good 3d modeler or terrainist? I mainly do buildings that add to the map or make the map look good. I can do small animations like the doors for them but nothing wit the vehicle boning or weapon,character boning. I also have a good eye for textures and to set them up to look perfect.

Here are some screen shots of a map im working on.

<http://www.n00bstories.com/image.fetch.php?id=1168818731>

<http://www.n00bstories.com/image.view.php?id=1255366763&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1380264295&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1128887733&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1281845986&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1127459022&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1263184272&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1115400908&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1329801646&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1185031092&gallery=6475>

Tons of screenies of my previous work. A thing to note is, before being accused of plagerism, that church is completely made by me, I only took the concept from the warpath pack design, but if u look at the warpath pack church it has no inside so I had to make my own church with an inside. Also if you look closely you will see how much attention I spend to the detail. You really need to walk around in some of these buildings, (which u can) to understand how much stuff is in each one. Some of these are even older pictures, the tiberium cave has changed slight, rounded out the tib lake added another tunnel ect. I can be very useful in making 3d models for people doing conversation mods that have alot of stuff to do, I can make them quickly (1 hour each max) and nicely. I also do terrain which takes me a bit longer because I like to have it all perfect, anywhere from 1- 5 hours on terrain depending on complexity.