
Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Tue, 16 Dec 2008 09:18:18 GMT
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Yesterday I was experimenting with texturing. I have to admit this sniperrifle is done due to standard uvwmap but I wanted to look if by cutting the textures out of the renereder (in the first post) if the texture would still look ok. (And not to blurred or pixellated etc)

Here is the result ->

So mayby in a few days this sniperrifle might be finished. (after uvw unwrap etc).

Then I will release it as a replacement for the 500 sniper and if you sit tight there might be more beta stuff releases.
