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Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 12:54:20 GMT

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I do everything by myself, Modeling, UVW Unwrap, Scripting, Mapping, Boning and everything. I use Textures from Photos, i just finished my M4A1 Colt Rifle (Photo Texture)

Check it out, hope you guys like it:

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