
Subject: Re: Be a part of the Evolution

Posted by [z310](#) on Wed, 06 Aug 2003 20:16:23 GMT

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Dante

Weapons Modeler

I have a couple of projects that i am working on and am severly lacking in the weapons department. Duties to include doing research on specific weapons, modeling them, creating the skin and texturing, Render in 3ds, then move it into gmax, bone & export for game use, test & setup the weapon for usage. Requirements are as follows: working knowledge of 3ds, working knowledge of gmax & the RenX gamepack, knowledge of Renegade weapons, experience with creating reload animations a bonus.

Send an email to jobs@renevo.com with the following, age, name, location, and experience working with Renegade and weapons modeling. Also send a completed weapon 3ds, gmax, first person w3d, 3rd person w3d, as well as a back model w3d all boned and ready for game. (can be a simple weapon, but i just want to make sure you can do it from start to end.)

This is the current listing, more to come in the future as needed.

Dante

RenEvo Founder/Sr. Developer
