
Subject: Pistol Model - How to continue?

Posted by [woandre](#) on Sun, 13 Dec 2009 16:21:53 GMT

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Ok so,

I made this pistol model (on another 3d program, but that doesn't affect this I think)

My pistol model:

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

In RenX:

Toggle Spoiler

I made the model, textured it (in RenX itself with UVW Map so you get like 8 different textures in the renegade data and it doesn't even look nice....).

I know about Unwrap UVW, I tried following the tutorial(s) that were made for it but I don't understand them 100% and don't get the result I'm supposed to get...

I know the weapon-hand-position has to be done, but I tried it and failed after trying a couple of times, I just think it's too hard (for me). Also because I'm not really good with RenX...

Apart from those things, what else needs to be done?

I believe there's something with "muzzle(s)" or something (I don't know what that is exactly? And you have to do parts in LevelEdit?

So what I'm asking is:

Is there anyone who's good with weapon models, can and likes to help me with this to make it look/work good?

Maybe contact me through PM (and maybe add on MSN) and see if you can help me with finishing this model?

Or even want to fix those things your own, altho I don't learn from that because I'd like to make more weapons if I understand all this...

Thanks in advance
