
Subject: CNC Reborn :: Infantry Update: Jumpjet, Technician and Disc Thrower
Posted by [Renardin6](#) on Wed, 20 Jan 2010 23:35:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

GDI Jumpjet, Technician and Disc Thrower Infantry

Below are our updated GDI Infantry models.

Renardin and Mick are continuing work on the improvements of the GDI infantry models. Once they finish the GDI side with Xenobond's help, they will attack the Nod side.

Here is a list of what has been done and what is coming next:

- [*] Soldier : OK
- [*] Disc Infantry : OK
- [*] Rocket Infantry: New model and texture needed by Mick and Renardin
- [*] Engineer : OK
- [*] Sniper Commando : New model and texture needed by Mick and Renardin
- [*] Medic : OK
- [*] Bomb's Specialist : New model and texture needed by Mick and Renardin
- [*] Technician : OK
- [*] Ghostalker : Texture Rework by Xenobond
- [*] Umagon : Texture Rework by Xenobond
- [*] Jumpjet : OK
- [*] Officer : New model and texture needed by Mick and Renardin
- [*] Mutant Rocket Soldier : New model and texture needed by Xenobond
- [*] Mutant :Texture Rework by Xenobond

If you wish to compare the new models with the old models, visit our gallery on our Facebook page.

Disc Infantry Demo Reel
