Subject: Re: alien/xenomorph modle Posted by GEORGE ZIMMER on Mon, 01 Feb 2010 18:55:54 GMT View Forum Message <> Reply to Message

I'd like to see one of these as well. If I knew jack shit about how to rip from AVP2 (And I'd need AVP2 first), I'd attempt to convert to .w3d and rig it.

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