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Subject: This may interest you...

Posted by [Havoc 89](#) on Thu, 18 Mar 2004 05:04:38 GMT

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Thanks for the tip, but to be honest, i dont see any or no differences between M1, M1A1 and M1A2. Someone wanna explain plz?

All i did was goto google's image section and searched for M1A1. I tried to make the model as close as possible, but i like to make models with alot of detail, but i couldnt put alot of detail cuz i dont wanna lag the game. so well in the end i came up with that.

I knew i would have to make a UVW map for it and also do my best to skin it, wait im sorry "texture" it. so anyways i did that, i got pretty good at UVW mapping, cuz i'vw done quite a few model. but it was the "texture" i was worried about. i gave it all i had to make it as real as possible. i did a pretty good job for a newbie at "texturing". Genocide than asked me if he could make the skin better, and man did he made a hell of a difference in the skin, made it looks a hell of lot better. You can compare the skins, both my version and genocide's tuned up version at this topic.

well i may make a completely new model for the tank, i want to make it as real as possible. I most of the times end up with a better model when i make a newer version. So if ppl wanna give me some more good advice, ill try to do my best.

well i hope this one isnt too bad.

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