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Subject: G36 model

Posted by [Sn1per XL](#) on Mon, 17 May 2004 08:00:20 GMT

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Well this is my first attempt at a skin...im working on making it a rifle replacement so i wanted to post the model and see if anyone liked it.

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Subject: G36 model

Posted by [pulverizer](#) on Mon, 17 May 2004 09:33:21 GMT

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Looks nice, good work

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Subject: G36 model

Posted by [PsycoArmy](#) on Mon, 17 May 2004 11:08:54 GMT

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it looks alright form here but we need osme bigger shots, r u trying to hide something .

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Subject: G36 model

Posted by [Sn1per XL](#) on Mon, 17 May 2004 11:23:29 GMT

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In that image i was trying to give it a good environment

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Subject: G36 model

Posted by [Sir Phoenixx](#) on Mon, 17 May 2004 12:10:14 GMT

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It looks alright, very basic, it needs A LOT more detail.

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Subject: G36 model

Posted by [TnTANDY](#) on Mon, 17 May 2004 14:12:48 GMT

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I like it

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Subject: G36 model

Posted by [gendres](#) on Mon, 17 May 2004 15:14:10 GMT

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nice work

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Subject: G36 model

Posted by [Aimbots](#) on Mon, 17 May 2004 15:34:13 GMT

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looks nice, add some more detail and i might consider making it my in game replacement

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Subject: G36 model

Posted by [Spice](#) on Mon, 17 May 2004 18:59:00 GMT

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I will use it , IF you add the MUZZLE FLASH! Im not using any Rifle replacements because they dont have muzzle flashes. If you need help putting them on send a pm toward me , ill hook you up. It just needs a little but more detail and id say its good.

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Subject: G36 model

Posted by [Havoc 89](#) on Mon, 17 May 2004 23:46:44 GMT

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not bad, i made a G36C, not skinned yet but... if you want to take a look at it.

you need to add detail to both the model and the skin. dont be afraid to not use too much polies, dont under estimate renegade engin.

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Subject: G36 model

Posted by [icedog90](#) on Tue, 18 May 2004 01:06:29 GMT

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Hehe, I talked him into taking some skinning tutorials that I've shown him, and now he's half decent at skinning.

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Subject: G36 model

Posted by [maytridy](#) on Tue, 18 May 2004 01:23:59 GMT

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Havoc 89not bad, i made a G36C, not skinned yet but... if you want to take a look at it.

you need to add detail to both the model and the skin. dont be afraid to not use too much polies, dont under estimate renegade engin.

Don't foget that you modeled that for Modern Warfare, and we're still using it.

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