
Subject: My Agent Smith Model Attempt
Posted by [Sanada78](#) on Tue, 25 May 2004 18:00:23 GMT
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<http://renegade.the-pitts.net/index.php?s=2d8430dd1da97d384930325affcf67c3&act=ST&f=16&t=7426&st=0%EF%BF%BDentry108261>

Note: You have to be a member of the Pits to view this. I had no where else to upload it. :/

Subject: My Agent Smith Model Attempt
Posted by [Deactivated](#) on Tue, 25 May 2004 18:03:28 GMT
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<http://renegade.the-pitts.net/uploads/post-16-1085508060.jpg>

Subject: My Agent Smith Model Attempt
Posted by [Skier222](#) on Tue, 25 May 2004 18:29:02 GMT
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can you you the n00bstories image uploader? thats what its for. I dont wanna sign up to see just one pic

Subject: My Agent Smith Model Attempt
Posted by [Sanada78](#) on Tue, 25 May 2004 18:41:38 GMT
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Subject: My Agent Smith Model Attempt
Posted by [Cept](#) on Tue, 25 May 2004 19:15:36 GMT
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looks good just the arms go through the side of the torso... that can look a bit wierd but otherwise it looks pretty precise

Subject: My Agent Smith Model Attempt
Posted by [Spice](#) on Tue, 25 May 2004 19:19:01 GMT
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Oh thats nice. Make a neo lol.

Subject: My Agent Smith Model Attempt
Posted by [Aimbots](#) on Tue, 25 May 2004 20:15:12 GMT
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nice...now you need bhs to allow it with renguard

Subject: My Agent Smith Model Attempt
Posted by [htmlgod](#) on Wed, 26 May 2004 00:34:11 GMT
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That's pretty cool. Head is a little bit big, though.

Subject: My Agent Smith Model Attempt
Posted by [sniper12345](#) on Wed, 26 May 2004 10:12:14 GMT
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looks more like Thompson than Smith though.

Subject: My Agent Smith Model Attempt
Posted by [Renx](#) on Wed, 26 May 2004 11:01:45 GMT
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What he said ^^

Subject: My Agent Smith Model Attempt
Posted by [Oblivion165](#) on Wed, 26 May 2004 11:02:47 GMT
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matrix sucked anyway

Subject: My Agent Smith Model Attempt
Posted by [deadaim00](#) on Wed, 26 May 2004 12:09:27 GMT
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Ya right, the matrix was a kick ass movie. One of my favs.

Subject: My Agent Smith Model Attempt
Posted by [SuperFlyingEngi](#) on Wed, 26 May 2004 22:56:47 GMT
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The Matrix was good, but complicated. It didn't have some silly terminator plot, but tried to go deeper. A lot of people called it a bad movie because they couldn't find some easy plot from watching to movie in theaters. For one, if you pay attention to the dialogue, Neo's path to the Machine City is the path of the christ.

Subject: My Agent Smith Model Attempt
Posted by [IRON FART](#) on Wed, 26 May 2004 23:33:47 GMT
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It's really only that face that defines Smith.

Other characters are in exactly the same suit, have sunglasses...

As long as it has Hugo Weaving's face, it will look about right.

Subject: My Agent Smith Model Attempt
Posted by [Fabian](#) on Thu, 27 May 2004 00:24:29 GMT
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try using this for the head:

i made it myself...so dont worry about copyrights or anything.

Subject: My Agent Smith Model Attempt
Posted by [boma57](#) on Thu, 27 May 2004 00:54:33 GMT
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A skin for Locke. Not as good as a completely new model would be, but easier.

Subject: My Agent Smith Model Attempt
Posted by [Sanada78](#) on Thu, 27 May 2004 01:02:30 GMT
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Hmmm, I might try and remake him again sometime in the future. I'll hopefully be able to do a better job.

Somebody else would have to make the texture (skin) though, I'm not to good at it.

You seemed to have been able to do a better job than me Taximes.

Subject: My Agent Smith Model Attempt

Posted by [Oblivion165](#) on Thu, 27 May 2004 01:04:50 GMT

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deadaim00Ya right, the matrix was a kick ass movie. One of my favs.

Quote: he Matrix was good, but complicated. It didn't have some silly terminator plot, but tried to go deeper. A lot of people called it a bad movie because they couldn't find some easy plot from watching to movie in theaters. For one, if you pay attention to the dialogue, Neo's path to the Machine City is the path of the christ.

My problem isnt with the matrix, it ruined every movie after the matrix because everyone felt the need to use that slomo dodge effect. Every single damn movie had it after the matrix. Even Shrek.

Subject: My Agent Smith Model Attempt

Posted by [Sir Phoenixx](#) on Thu, 27 May 2004 01:14:38 GMT

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Every movie had the Matrix 'slow motion/bullet dodge' effect? Yeah right, maybe around a half dozen at most. (Movies that included the effect in a scene to just make fun (parody) of the Matrix don't count.)

Subject: My Agent Smith Model Attempt

Posted by [Oblivion165](#) on Thu, 27 May 2004 02:42:52 GMT

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they do count thats the point
