
Subject: Robocop's Pistol

Posted by [PermaGrin](#) on Thu, 15 Jul 2004 15:37:56 GMT

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I thought it would be neat to model Robocop's pistol. So I did. About four hours and 1184 polys later I got this....

I know it does not have a texture. I suck at texturing but on this model I really want to try and make it look the best I can. Before I unwrap and texture, I just thought I would show you guys and maybe get some feedback on the model itself. If you have any advice/tips for when I unwrap and texture, please share.

I dont really have plans for it. I would like to replace the pistol on Ren for personal enjoyment. Yet, I not sure how long it would take to get it approved for RenGuard.

Subject: Robocop's Pistol

Posted by [SuperFlyingEngi](#) on Thu, 15 Jul 2004 15:53:44 GMT

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Wow, that model looks really really awesome. I suggest making it a pistol mod for Renegade and getting it RenGuard approved to replace the WS pistol.

Nice work.

Subject: Robocop's Pistol

Posted by [Deactivated](#) on Thu, 15 Jul 2004 16:12:41 GMT

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By current rate, getting a model approved takes 3 months or more.

Subject: Robocop's Pistol

Posted by [Everyone](#) on Thu, 15 Jul 2004 16:21:10 GMT

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That's a really nice model, looks exactly like it. Will it have mz and eject?

Subject: Robocop's Pistol

Posted by [PermaGrin](#) on Thu, 15 Jul 2004 16:38:52 GMT

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^^ sure will. Texturing first though.

Subject: Re: Robocop's Pistol
Posted by [Mad Ivan](#) on Thu, 15 Jul 2004 16:45:15 GMT
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Nice one.

Thought replacing the WS Model aint such a good idea, after all Robocop`s was sort of an advanced riffle/pistol.

Subject: Robocop's Pistol
Posted by [PsycoArmy](#) on Thu, 15 Jul 2004 17:34:31 GMT
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can i see a wire? then i can tell u if u have any unlean or useless poly.

Subject: Robocop's Pistol
Posted by [PermaGrin](#) on Thu, 15 Jul 2004 18:10:19 GMT
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Only polygons that can not be seen are on the underside of the top part. I have left those there because I plan to animate it for firing and reloading animations.

EDIT: After a little help/input from Havoc89, I came to this...

Subject: Robocop's Pistol
Posted by [YSLMuffins](#) on Thu, 15 Jul 2004 20:43:04 GMT
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That looks really good. How many polys does the original Renegade pistol have though?

Subject: Robocop's Pistol
Posted by [Sir Phoenixx](#) on Thu, 15 Jul 2004 20:57:42 GMT
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<http://www.movieprop.com/tvandmovie/robocop/robocopgun.htm>

The hammer isn't part of the slide, it's supposed to stay with the gun when the slide goes back.

The bottom of the magazine is straight, not bent.

It's missing several screws, and the mag release button on the left side of the grip just behind the

trigger.

The magazine also shouldn't have that dent/deformation in it, this is what the magazine looks like...

<http://www.modelguns.co.uk/images/M93Rd.jpg>

<http://www.modelguns.co.uk/images/M93Rg.jpg>

(The trigger/trigger guard are also not wide enough...)

Other than that, it looks pretty good.

Subject: Robocop's Pistol

Posted by [PermaGrin](#) on Thu, 15 Jul 2004 21:25:11 GMT

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All I had was a side view of the modified gun. Also I could not find a picture of the magazine, so I just used my imagination. Screws will be texture work and in the picture I have, the magazine is bent. I shall update the model later on with use of these images.
