
Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [htmlgod](#) on Tue, 12 Oct 2004 03:25:07 GMT
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This is the latest equipment addition to Renegade: A New Hope, the total conversion of CnC Renegade into Starwars. It is the Nightstinger sniper rifle, a weapon developed by the Imperial Infantry Corps for long range assassinations. It fires an invisible laser beam, but produces quite a kick and an even more impressive sound.

The model and texture was by Prometheus - AKA sn1perxl - with a tad bit of texturing help from me. It is 1178 polygons, with a 512x512 TGA texture.

<http://newhope.conquergaming.com> for more information

Note: If you know your weapons, you will recognize that this gun has a striking resemblance to the SVD Dragunov sniper rifle. This is because the weapon used as a prop in the Starwars movie trilogy was in fact a SVD Dragunov with a few minor aesthetic modifications.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Dante](#) on Tue, 12 Oct 2004 06:05:59 GMT
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should have made the sniper rifle a T21 with a scope

not bad for a Ren model

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Sir Phoenixx](#) on Tue, 12 Oct 2004 14:53:12 GMT
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The model looks decent, kind of. Can't tell about the texture since the gun is small in the render.

The model could use a lot more detail. Also, the scope attaches to the left side of the gun, not the top.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [icedog90](#) on Tue, 12 Oct 2004 17:22:11 GMT
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He's a rendering n00b.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Renardin6](#) on Tue, 12 Oct 2004 18:04:32 GMT
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Texture is too simple and really bad. I don't like it. It looks more like a dragunov than a star wars gun.

It needs a lot of work, maybe another model.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Deactivated](#) on Tue, 12 Oct 2004 18:18:06 GMT
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The model is ok but the texture is a bit too simple and it doesn't make me think of Star Wars.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Sir Phoenixx](#) on Tue, 12 Oct 2004 18:26:22 GMT
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Nightstinger:

Dragunov SVD:

Looks like every detail on the Starwars Nightstinger is the same as the Dragunov SVD, except for the solid stock.

Oh, something else, the front iron sight is supposed to be behind the flash suppressor, not on it.

(And the gas chamber (the thing above the barrel just in front of the hand guard) isn't supposed to be there on the Nightstinger.)

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Hav0c](#) on Tue, 12 Oct 2004 19:04:44 GMT
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I like that shine on the gun in the picture, maybe you could add that ingame, also, perhaps make it look a little more futuristic.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [icedog90](#) on Tue, 12 Oct 2004 19:35:20 GMT

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We are lacking texture artists terribly. I can't even make textures, and the rest, like HTMLGOD, are just learning. This is the best that can be done until we get an experienced texturer.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [PermaGrin](#) on Tue, 12 Oct 2004 19:44:27 GMT
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The gun looks nice, but dont really see it in the Star Wars theme.

Edit by YSL: Removed

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Sir Phoenixx](#) on Tue, 12 Oct 2004 20:52:39 GMT
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Quote:Edit by YSL: Removed

What was edited out?

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Renardin6](#) on Wed, 13 Oct 2004 19:22:51 GMT
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I think you won't know. That's the purpose of this 'edit'.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [YSLMuffins](#) on Thu, 14 Oct 2004 20:45:29 GMT
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I won't remove anything that is useful to the topic, Sir Phoenix.

Subject: SWMod Update - Nightstinger Sniper Rifle
Posted by [Kicken](#) on Sun, 17 Oct 2004 00:32:00 GMT
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Looks very nice, especially for a single 512 texture on it.
