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Subject: The Box

Posted by [SuperFlyingEngi](#) on Sat, 04 Dec 2004 05:10:05 GMT

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I hesitated when first considering making this thread...

Then I remembered how much spam there is on these forums.

Also, I want some criticism.

Any grievances?

Thanks.

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Subject: The Box

Posted by [glyde51](#) on Sat, 04 Dec 2004 05:12:05 GMT

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is that for Renegade?

THE MIGHTY BOX MAN PREVAILS!

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Subject: The Box

Posted by [SuperFlyingEngi](#) on Sat, 04 Dec 2004 05:13:30 GMT

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No, not for Renegade. I'm making it for an independent film project with a couple other people.

At 47,000 polygons and with dynamic cloth for the pants, it probably wouldn't work out in w3d, anyways.

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Subject: The Box

Posted by [rm5248](#) on Sat, 04 Dec 2004 05:20:50 GMT

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Nice detail on the box.

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Subject: The Box

Posted by [cheesesoda](#) on Sat, 04 Dec 2004 05:22:21 GMT

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Looks awesome.

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Subject: The Box

Posted by [Slash0x](#) on Sat, 04 Dec 2004 09:23:56 GMT

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Multi res it, then give to me to, I'll make it work. Lol.

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Subject: The Box

Posted by [icedog90](#) on Sat, 04 Dec 2004 10:02:19 GMT

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SuperFlyingEngiNo, not for Renegade. I'm making it for an independent film project with a couple other people.

At 47,000 polygons and with dynamic cloth for the pants, it probably wouldn't work out in w3d, anyways.

It can handle a 47,000 polygon character, not saying we'll use it anyways.

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Subject: The Box

Posted by [Naamloos](#) on Sat, 04 Dec 2004 10:45:28 GMT

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Lol.

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Subject: The Box

Posted by [Gernader8](#) on Mon, 06 Dec 2004 00:58:49 GMT

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Just please humor me and put a bit of scribble on it that says "To Helipad."

The bottom of the box looks as if its wet. I suggest adding creases. I think you should just through the character into some first person later on. The awesometistity of that would be unparallel.

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Subject: The Box

Posted by [Jecht](#) on Mon, 06 Dec 2004 03:13:33 GMT

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ROFL nice.

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Subject: The Box  
Posted by [glyde51](#) on Mon, 06 Dec 2004 03:18:20 GMT  
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Gernader8Just please humor me and put a bit of scribble on it that says "To Helipad."

The bottom of the box looks as if its wet. I suggest adding creases. I think you should just through the character into some first person later on. The awesometistity of that would be unparallel.

METAL GEAR STYLE!!!

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Subject: The Box  
Posted by [Spice](#) on Mon, 06 Dec 2004 07:33:23 GMT  
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Ph33r the box.

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Subject: The Box  
Posted by [Jaspah](#) on Mon, 06 Dec 2004 21:02:31 GMT  
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LOL ^^.

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Subject: The Box  
Posted by [Deafwasp](#) on Tue, 07 Dec 2004 00:35:26 GMT  
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Is it based on a real box?

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Subject: The Box  
Posted by [SuperFlyingEngi](#) on Tue, 07 Dec 2004 01:09:36 GMT  
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Indeed, this box suit exists in real life, the model is a direct construction from the real thing.

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