Subject: Fist Of Fate - Unadahm Warlock Posted by Genocide on Thu, 28 Jul 2005 18:44:59 GMT

View Forum Message <> Reply to Message

Here is the latest addition to the Unadahm side, the Warlock is the equivilant to Orichs Wizard, Thus using spells to curse players.

Model and Texture: TGZ

Our website is currently down.

Subject: Re: Fist Of Fate - Unadahm Warlock

Posted by Chronojam on Thu, 28 Jul 2005 18:57:25 GMT

View Forum Message <> Reply to Message

I like it. The armor style reminds me of that last knight you posted a while ago.

Subject: Re: Fist Of Fate - Unadahm Warlock

Posted by LucefieD on Fri, 29 Jul 2005 03:42:53 GMT

View Forum Message <> Reply to Message

Nice, reminds me of diablo 2 somewhat

Subject: Re: Fist Of Fate - Unadahm Warlock

Posted by Spice on Fri, 29 Jul 2005 05:47:14 GMT

View Forum Message <> Reply to Message

Best looking character for the W3D engine. Period.

Subject: Re: Fist Of Fate - Unadahm Warlock

Posted by Daze on Fri, 29 Jul 2005 07:45:47 GMT

View Forum Message <> Reply to Message

Looks decent, but to me there are a number of things that could be improved.

The face more than anything looks kinda sucky. Normally, most of the texture space in any character would go to the face, the most important part that needs most of the detail. That doesn't seem to have happened. His skull mask looks to be part of his face rather than on his face with those vague black outlines.

Also, his grey attire also seems rather grainy and vague at some areas, and generally lacks in depth.

Finally, other than the metal he has on his shoulderpads (which is kinda sucky and used too much), it looks sorta bad.

Subject: Re: Fist Of Fate - Unadahm Warlock Posted by Sir Phoenixx on Fri, 29 Jul 2005 11:09:29 GMT View Forum Message <> Reply to Message

Looks good. Like Daze said, the details in his clothing look too grainy. And he looks too thin, his chest/waist and stomach (not as much as the chest/waist) need to be a little thicker, more like an actual person.

Also, his sleeves will be animated to hang down of his hands when they're brought up to hold weapons, etc.?

Subject: Re: Fist Of Fate - Unadahm Warlock Posted by Renardin6 on Fri, 29 Jul 2005 19:50:52 GMT View Forum Message <> Reply to Message

It's excellent for Renegade. Won't look grainy at all in-game. 10/10

Subject: Re: Fist Of Fate - Unadahm Warlock Posted by YSLMuffins on Sat, 30 Jul 2005 05:35:49 GMT

View Forum Message <> Reply to Message

OOoh, scary!