
Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:01:00 GMT
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Below are links to pictures of the model. Most textures used are official and its between 1500-2000 polygons. Any improvement suggestions? (apart from adding gdi/nod symblos to show which team its for as currently its a neutral building. That may change however) front view :<http://www.n00bstories.com/image.view.php?id=1629255079&gallery=1219> Back view <http://www.n00bstories.com/image.view.php?id=1945024395&gallery=1219> currently im not sure whether I will publicly release the model, give it to 1 mod team or use it in a future map of mine. It depends if I have the time to make a few more models that would go well with it.

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:11:00 GMT
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very nice model

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:12:00 GMT
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neato

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:23:00 GMT
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pretty nice, you could do a good DM with that...

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 18:39:00 GMT
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blarghhh, another person who doesn't want to share....meanwhile back at the ranch..."I CAN'T MODEL FOR ****!!!!!!!"

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 20:02:00 GMT
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quote:Originally posted by Dante:blarghhh, another person who doesn't want to share....meanwhile back at the ranch..."I CAN'T MODEL FOR ****!!!!!!"After we release our mod we plan on releasing probably almost every model we used for the public to learn from, but we might not due to some ppl possibly abusing that.

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sat, 30 Nov 2002 22:34:00 GMT
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Cool! I would release the model if it were mine, no point in keeping it all to yourself when someone else could make good use of it I am sure everyone who can make something decent out of it would give you credit

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sun, 01 Dec 2002 01:09:00 GMT
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Can we blow it up?

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sun, 01 Dec 2002 04:25:00 GMT
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Would be kew!!!Make it destroyable and make a moddel of the destroyed one...!

Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sun, 01 Dec 2002 05:18:00 GMT
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Subject: Dual Bunkers (pics included)
Posted by [Anonymous](#) on Sun, 01 Dec 2002 06:39:00 GMT
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That looks awesome!

Subject: Dual Bunkers (pics included)

Posted by [Anonymous](#) on Sun, 01 Dec 2002 07:41:00 GMT

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would be kool if it was the entrance to a nod/gdi base, make a road wider in the middle so ppl wont be too lagged up and your set, would be pretty intresting having it as a entrance
