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Subject: The Canadacdn modeling challenge!  
Posted by [Canadacdn](#) on Sat, 13 Jan 2007 17:32:15 GMT  
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Everyone knows about Roleplay 2, right?

Well, now YOU can have a chance to get your name put on any building of your choice\* in the map!

How? You ask? Easy!

Just model and texture a Nintendo Wii system! Submit your entry by Wednesday (actually post the W3d model) and they will be judged! The best modeler will win the prize!

For a good entry:

- Scaling must be correct
- Low poly count
- Decent textures
- Actually resembles a Wii
- You must post screenshots or something to prove you made it!

Ready?! GO!

\* Names will not be placed on major buildings such as Hospital etc.

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [JeepRubi](#) on Sat, 13 Jan 2007 19:06:12 GMT  
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I have nothing better to do, Does it need to be compatible with renegade or can i use some bum and/or specular maps?

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [warranto](#) on Sat, 13 Jan 2007 20:26:42 GMT

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Heh, the Wii-mobile. Replacement for the APC

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [JeepRubi](#) on Sat, 13 Jan 2007 20:47:18 GMT

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I have the Base Wii Model, heres a spin  
animation:<http://files.filefront.com/spinrar/;6526816;;/fileinfo.html>

Would it help if I made the stand and controllers too?

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [Canadacdn](#) on Sun, 14 Jan 2007 00:31:00 GMT

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Sure, extra stuff all counts.

Don't forget reflects etc. on the console itself. Appearance is important.

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [JeepRubi](#) on Tue, 16 Jan 2007 12:22:04 GMT

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Do I win?

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [Canadacdn](#) on Tue, 16 Jan 2007 21:51:59 GMT

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Guess so.

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [Veyrdite](#) on Thu, 18 Jan 2007 07:06:14 GMT

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arent we breaking copyright by making the model?

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [Zion](#) on Thu, 18 Jan 2007 08:27:01 GMT  
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No.

If that were true the mods for Renegade would be breaking the copyright law for 'copying' the models of the game it's based off.

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [terminator 101](#) on Fri, 19 Jan 2007 06:59:34 GMT  
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Why not include model of PS3? It looks much more interesting than Wii&360 plus, it would be much harder to do.

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [nopol10](#) on Fri, 19 Jan 2007 08:39:43 GMT  
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There's an old PS3 sign near the spawn point in RP2 but no PS3.

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Subject: Re: The Canadacdn modeling challenge!  
Posted by [Blazea58](#) on Fri, 19 Jan 2007 11:36:38 GMT  
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Yea i still got the ps3 texture, its just i had made the model like 2500 polygons so i didn't want to include it into the map or do anything more with it lol. Very good Wii model though, looks pretty sleek.

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