
Subject: Redoing of (old) reborn rifle
Posted by [Tankkiller](#) on Sun, 28 Jan 2007 04:27:38 GMT
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I made this rifle allong sometime ago, To tell you the truth why it was so bad, because it was my second thing i did in my second animation (yes the days of my newb) and before I just had it private and I decided to release it public one year later. That is why the file is so messed up.

I now at the point where I'm redoing it because im not menitaly attach to it.

So After I do the m16 I doing this Changes:

1. Going to redo the animation by scratch, I'm going to have cleaner animation then before.
 2. Fix the improper "reload runaway"
 3. More realist reloads.
-

Subject: Re: Redoing of (old) reborn rifle
Posted by [OWA](#) on Sun, 28 Jan 2007 19:24:09 GMT
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Sounds good. I hope it turns out well

Subject: Re: Redoing of (old) reborn rifle
Posted by [Canadacdn](#) on Sun, 28 Jan 2007 21:36:49 GMT
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Redo the texture too, if you can.

Subject: Re: Redoing of (old) reborn rifle
Posted by [Tankkiller](#) on Tue, 30 Jan 2007 01:35:12 GMT
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Sorry textures not my thing, if I did retexture it would look like compost
