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Subject: Anyone want to recruit me?

Posted by [jamiejrg](#) on Fri, 16 Mar 2007 17:30:23 GMT

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Hey guys,

I'm pretty bored these days. I have some free time on my hands as school is going pretty slowly these days. So if anyone wants me to work on anything for thier mods i would be more than happy. My true passion is modeling, but i can also rig vehcs and guns, do animations, and prep vehcs in LE. I'm not the greatest at texturing but I try hard.

If you want to give me a little test to see what i can do then be my guest. If it doesn't meet your standards then feel free to give me the boot.

Jamie

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Subject: Re: Anyone want to recruit me?

Posted by [JeepRubi](#) on Fri, 16 Mar 2007 18:43:54 GMT

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Could I see some of your work?

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Subject: Re: Anyone want to recruit me?

Posted by [Zion](#) on Fri, 16 Mar 2007 20:58:26 GMT

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Can you unwrap models?

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Subject: Re: Anyone want to recruit me?

Posted by [Viking](#) on Fri, 16 Mar 2007 20:59:42 GMT

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Can you make me a cookie!?

If you can unwrap stuff help Role Play 2 it's a fun mod!

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Subject: Re: Anyone want to recruit me?

Posted by [c0vert7](#) on Fri, 16 Mar 2007 21:43:08 GMT

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Whats the advantage over the UNwrap and UV map? I find it simplier to use UV but unwrap for me only helps on bending objects like road textures.

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Subject: Re: Anyone want to recruit me?

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 01:44:42 GMT

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Yes, i can unwrap models.

Btw, i would love to work on role play 2.

Here is some of my work.

One of my starcraft models. (SHhhhh!)

My first weapon replacement. (lonsphere) I rushed the first person but the idle animation looks pretty cool.

DL here: <http://www.renegadeforums.com/index.php?t=msg&th=23404&start=0&rid=2> 2244

The unwrap of it looks like this.

I turned it into this.

The rest.

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Subject: Re: Anyone want to recruit me?

Posted by [Zion](#) on Sat, 17 Mar 2007 01:44:54 GMT

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Unwrapping mesh entails the creation of a 'net' if you will. Like you're going to make a box out of card, you need to make the net first, then glue the sides together. Unwrapping is the same thing but in reverse order. You make the box in it's 3D form, then make the net. Adds alot of quality to the mesh.

UV mapping is the form of taking one texture file and adding them to mesh to give them color. You make the mesh, add the texture to the material and assign the matt to the mesh, then you can add the UV map modifier to it and move the texture around the mesh to make it look even (no streching). This is ineficiant but is what all the renegade buildings and terrain have. If used

properly can result in some good effects.

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Subject: Re: Anyone want to recruit me?

Posted by [F1AScroll](#) on Sat, 17 Mar 2007 01:45:15 GMT

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I'll recruit you for GE n PD. Please.

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Subject: Re: Anyone want to recruit me?

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 01:49:45 GMT

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And my failed attempt at the ff8 gunblade

GE'n PD would be nice because the models are very simplistic.

Whoever needs me the most gets me.

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Subject: Re: Anyone want to recruit me?

Posted by [crazfulla](#) on Sat, 17 Mar 2007 11:28:44 GMT

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The Renegade 1942 mod is recruiting.

ModDB

R1942 Forums

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Subject: Re: Anyone want to recruit me?

Posted by [F1AScroll](#) on Sat, 17 Mar 2007 13:01:36 GMT

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I need you the most. I can't even do a stall or put things to scale. My vent shafts are too small and I had to enable no falling damage for MI6/M16/GDI units. As for the level itself, the Citidel\* looks better.

\*The Citidel was an early test level. I was just colored shapes and planes. Surprisingly, it seems to be the largest and best multiplayer level I've played despite it's looks.

Anyway, I desperately need a modeler who better than an insane monkey (I.E. Anyone one planet Earth who isn't either me, in a coma/dead, or a child molester). And you seem to be better than the guys who modded Goldeneye, so I was really hoping for your help. I'll name a weapon after you.

Besides, R1942 looks like it has someone competent (sp?) to model. I'm a (read as: I'm learning to be a) programmer. Generally, there are 3 kinds of people, idea guys, art guys, and science guys (Bill Nye the Science Guy). There are lots of people who are mixtures, but those are the general categories. I'm 1/3 ideas, 2/3 (computer) science, 0/3 art.

In closing, I suck at models and being direct/indirect (It depends on whether I need to be direct or indirect).

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Subject: Re: Anyone want to recruit me?  
Posted by [F1AScroll](#) on Sat, 17 Mar 2007 13:03:56 GMT  
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EDIT: Sorry for the double post. IE screwed up. And LE. And Gmax. And Windows. And I'm pretty sure Dr Watson's Postmortem Debugger did, too. Stupid Windows crashing every second.

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Subject: Re: Anyone want to recruit me?  
Posted by [crazfulla](#) on Sat, 17 Mar 2007 13:22:21 GMT  
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Most of the existing models were created by Halo38 who is now the lead mapper for Reborn and hence is far too busy to finish what he started.

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Subject: Re: Anyone want to recruit me?  
Posted by [F1AScroll](#) on Sat, 17 Mar 2007 13:27:58 GMT  
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Oh, sorry. I'm new here. Anyway, I'm off to go try a few ideas out.

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Subject: Re: Anyone want to recruit me?  
Posted by [crazfulla](#) on Sat, 17 Mar 2007 13:32:54 GMT  
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That's cool lol. everyone had to start somewhere

and yeah there's still a bit of noob left in all of us.

\*cough\*

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Subject: Re: Anyone want to recruit me?

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 16:11:51 GMT

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Ok, so it kinda sounds like f1ascroll needs me the most. I'll help you out man. Oh course i'll have to boot up my xbox and start playing some Goldeye again... and i'll have to get PD. How many people are on GE'n PD?

BTW ROFL AT THAT CLIP! AHAHAHAHH I can't wait for reborn

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Subject: Re: Anyone want to recruit me?

Posted by [F1AScroll](#) on Sat, 17 Mar 2007 17:15:28 GMT

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In Berlinlandstan\* math, a good 30 people, excluding you. In American/Canadian math, 2, including you.

\*Berlinlandstan is a place on uncylopedia.

Anyway, first I need to models for the Goldeneye 64 weapons. Don't worry about thinking it was an Xbox game. At least you didn't say you got a PS2 instead of a PS360 for Christmas. Anyway, later I might add TWINE, too. As for PD, do you have AIM. I have a friend named Cat Lover who can get you a copy for hardly anything. Rush dilvery with no shipping and handling.

My AIM is Hamha01.

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Subject: Re: Anyone want to recruit me?

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 21:02:58 GMT

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AHAHAAH Oh man, I know it's an N64 game. You think computer games are the only thing I mod?

This is my baby. Custom Firmware, media centre, networked wirelessly, N64, PS1, gba, nes, snes emulators, etc.

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Subject: Re: Anyone want to recruit me?

Posted by [Stallion](#) on Wed, 21 Mar 2007 13:45:13 GMT

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I'm a little late on this one but c0vert and myself need a tank maker + really badly. I could probably work out stuff for all the little random animations that will be around the map but it won't be complete until we have that/those specific tank(s) made.

If you have a chance or would like to help please let one of us know.

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Subject: Re: Anyone want to recruit me?

Posted by [jamiejrg](#) on Thu, 22 Mar 2007 03:29:21 GMT

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KK, i'll see what i can do. I'm busy until saturday tho. covert's got me on msn so i'll get him to tell me about it.

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