
Subject: Anyone?

Posted by [c0vert7](#) on Tue, 08 May 2007 12:42:39 GMT

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Anyone looking for a good 3d modeler or terrainist? I mainly do buildings that add to the map or make the map look good. I can do small animations like the doors for them but nothing wit the vehicle boning or weapon,character boning. I also have a good eye for textures and to set them up to look perfect.

Here are some screen shots of a map im working on.

<http://www.n00bstories.com/image.fetch.php?id=1168818731>

<http://www.n00bstories.com/image.view.php?id=1255366763&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1380264295&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1128887733&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1281845986&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1127459022&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1263184272&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1115400908&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1329801646&gallery=6475>

<http://www.n00bstories.com/image.view.php?id=1185031092&gallery=6475>

Tons of screenies of my previous work. A thing to note is, before being accused of plagerism, that church is completely made by me, I only took the concept from the warpath pack design, but if u look at the warpath pack church it has no inside so I had to make my own church with an inside. Also if you look closely you will see how much attention I spend to the detail. You really need to walk around in some of these buildings, (which u can) to understand how much stuff is in each one. Some of these are even older pictures, the tiberium cave has changed slight, rounded out the tib lake added another tunnel ect. I can be very useful in making 3d models for people doing conversation mods that have alot of stuff to do, I can make them quickly (1 hour each max) and nicely. I also do terrain which takes me a bit longer because I like to have it all perfect, anywhere from 1- 5 hours on terrain depending on complexity.

Subject: Re: Anyone?

Posted by [Scrin](#) on Tue, 08 May 2007 18:36:32 GMT

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c0vert7 wrote on Tue, 08 May 2007 08:42 Anyone looking for a good 3d modeler or terrainist? I mainly do buildings that add to the map or make the map look good. I can do small animations like the doors for them but nothing with the vehicle boning or weapon, character boning. I also have a good eye for textures and to set them up to look perfect.

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hmm its nice dude,, listen what i say---> you must go working in apb or ar teams mods... not in this single stuff...

wtf miss this guy?

AR-one winget angels's apocalypse rising ra2 mod ffs!!1

Subject: Re: Anyone?

Posted by [Genesis2001](#) on Tue, 08 May 2007 19:17:46 GMT

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Hmm. I may have some work you could do. If you'll permit me to contact you on MSN later today, I could tell you more about it.

-Thanks,
MathK1LL

P.S.

Yes...You could actually get a job with APB, AR, or Reborn. (AR is probably one of the more possibilities as they are still making models for a first release..)

Subject: Re: Anyone?

Posted by [Brandon](#) on Tue, 08 May 2007 20:49:43 GMT

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I really need someone to help me out with this sort of work. I could use a nice map with buildings, I'm mainly interested in having a war-like map with bunkers, military base, and such, etc. I don't have anyone to help me at the moment and my community could use an official map maker. If you will help me out I'd greatly appreciate it.

Note: People that do assignments such as this in my community are granted special permissions and are highly respected.

So if you'll help add me on YIM (If you can, my YIM Address is: crazy4starwars) or contact me on my company/community forum (http://z6.invisionfree.com/World_Wide_Help).

Subject: Re: Anyone?

Posted by [c0vert7](#) on Tue, 08 May 2007 21:23:58 GMT

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Math wats ur msn so I know who it is , I have had some issues with people trying to hack into my msn, spread around our whole school district, had about 900 people tryng to add me . I think its gone now but want to make sure.

Subject: Re: Anyone?

Posted by [Brandon](#) on Wed, 09 May 2007 02:36:26 GMT

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Hey c0vert7, would you help me out when you're done?

Subject: Re: Anyone?

Posted by [c0vert7](#) on Wed, 09 May 2007 11:57:05 GMT

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Ill try, I have many projects and small time , I am working on maps for my clan, me and a friend are designing a map im working on, I am gonna help out matt prolly take a week break and come back into it, ill talk to you whenever we get done.

Subject: Re: Anyone?

Posted by [Brandon](#) on Wed, 09 May 2007 18:24:04 GMT

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Okay, well be sure you have my email address and/or forum address.

Thanks!

Subject: Re: Anyone?

Posted by [Scrin](#) on Wed, 09 May 2007 21:25:53 GMT

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YuriVA777 wrote on Wed, 09 May 2007 13:24Okay,

Thanks!

nP
