
Subject: [model]OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sat, 26 May 2007 18:57:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good afternoon gents!

I got up this morning with a mission. That mission was to make a really kick ass megaman for ren.

The file is at the bottom of the post, dl it, try it, tell me how to improve.

edit Yes, i just knotted the knees, i'll fix those later tonight.

The after man...

File Attachments

1) [megaman.rar](#), downloaded 169 times

Subject: Re: OMFG MEGAMAN!
Posted by [BlueThen](#) on Sat, 26 May 2007 19:08:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

A little big... and a little bright!

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sat, 26 May 2007 19:11:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

He's a little taller than the nod soldier.

Yes he is bright, but that's what i was going for, kinda a shiny metal. Pristine looking.

Also, thanks for the feed back. It is much appreciated.

Subject: Re: OMFG MEGAMAN!
Posted by [BlueThen](#) on Sat, 26 May 2007 19:13:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

He also seems more like a gdi sorta character....

Good job btw.

Subject: Re: OMFG MEGAMAN!

Posted by [jamiejrg](#) on Sat, 26 May 2007 19:15:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh, lol i just use the nod sniper in game as a test character. It's because the nod sniper's whole body is one mesh so it's really easy to test with his skeleton.

In the end this guy will just be for mods and stuff.

BTW thanks

Subject: Re: OMFG MEGAMAN!

Posted by [Viking](#) on Sat, 26 May 2007 19:18:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is SOOOOOO not a advantage skin/model.

Subject: Re: OMFG MEGAMAN!

Posted by [jamiejrg](#) on Sat, 26 May 2007 19:43:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Sat, 26 May 2007 14:15

In the end this guy will just be for mods and stuff.

As well... I am running scrips 3.2.3. It is impossible for me to log onto XWIS with character LOD models in my data folder.

Jamie

Subject: Re: OMFG MEGAMAN!

Posted by [Scrin](#) on Sat, 26 May 2007 20:17:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

interesting stuff mate

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sat, 26 May 2007 20:29:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Sat, 26 May 2007 15:17interesting stuff mate

Thanks Scrin!

Subject: Re: OMFG MEGAMAN!
Posted by [Scrin](#) on Sat, 26 May 2007 20:31:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Sat, 26 May 2007 15:29Scrin wrote on Sat, 26 May 2007 15:17interesting stuff mate

Thanks Scrin!
but file itself not working

Subject: Re: OMFG MEGAMAN!
Posted by [Ryu](#) on Sat, 26 May 2007 20:52:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh man, Does that bring back some kick-ass memories.

If you need a skinner, Just ask.

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sat, 26 May 2007 22:19:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Sat, 26 May 2007 15:31jamiejrg wrote on Sat, 26 May 2007 15:29Scrin wrote on Sat, 26 May 2007 15:17interesting stuff mate

Thanks Scrin!
but file itself not working

I re-exported it with the mesh names 'megaman' so you can't use it ingame. you are going to have to set up a temp in LE to try it out.

Also, Alex i may take you up on that.

Jamie

Subject: Re: OMFG MEGAMAN!
Posted by [Canadacdn](#) on Sat, 26 May 2007 23:34:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

What the shit.

Subject: Re: OMFG MEGAMAN!
Posted by [nopol10](#) on Sun, 27 May 2007 00:07:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's so cool!

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sun, 27 May 2007 00:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sat, 26 May 2007 18:34What the shit.

You have never seen megaman? Or is you're japanese, 'rockman'

Jamie

Subject: Re: OMFG MEGAMAN!
Posted by [AoBfrost](#) on Sun, 27 May 2007 01:48:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I used to think megaman was awesome, then when they started dishing out infinite amounts of NT warrior games it started to suck, My last hope was megaman X then luckily they released ZX which still plays and follows the storyline.....and now this....another NT warrior like series but wait...megaman isn't inside a PC..he is human! woooooo guess what? the real megaman could pwn the new one easily...cause..he's a robot....the new guy...he's human...

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sun, 27 May 2007 03:52:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Sat, 26 May 2007 20:48I used to think megaman was awesome, then when they started dishing out infinite amounts of NT warrior games it started to suck, My last hope was megaman X then luckily they released ZX which still plays and follows the storyline.....and now this....another NT warrior like series but wait...megaman isn't inside a PC..he is human! woooooo guess what? the real megaman could pwn the new one easily...cause..he's a robot....the new guy...he's human...

I know what you mean! I can't understand the plot at all anymore because of all these damn games! What's this new series you speak of? I have heard of ZX because i saw it on gamespot a few days ago.

Subject: Re: OMFG MEGAMAN!
Posted by [Veyrdite](#) on Sun, 27 May 2007 05:53:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you want shiny on the model do a reflect map (i think thats what its called, either or bump map)

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sun, 27 May 2007 15:39:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

dthdealer wrote on Sun, 27 May 2007 00:53if you want shiny on the model do a reflect map (i think thats what its called, either or bump map)

I have heard those terms around. Any resources i can analyse to try and learn that?

Subject: Re: OMFG MEGAMAN!
Posted by [JeepRubi](#) on Sun, 27 May 2007 16:27:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Isn't megaman blue?

Subject: Re: OMFG MEGAMAN!
Posted by [Dave Anderson](#) on Sun, 27 May 2007 16:37:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah. This model reminds me more of Commander Keen.

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Sun, 27 May 2007 16:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jeep Rubi wrote on Sun, 27 May 2007 11:27Isn't megaman blue?

Depends on what series you look at and what power up he is using. This is more of the lightening power up.

Note: When i did this i did a really half ass job with the unwrapping. In fact the only places i unwrapped were the face and the emblems. I will be going back and unwrapping properly so i can get alex to skin it if he wants.

Jamie

Subject: Re: OMFG MEGAMAN!
Posted by [AoBfrost](#) on Mon, 28 May 2007 15:48:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I mean if he had to be modern why not use the ZX model for rockman, or the standard regular rockman, or rockman X.....Even the new crappy starforce one would be on the line of OK.....but I wouldbt buy the game

Subject: Re: OMFG MEGAMAN!
Posted by [Oblivion165](#) on Wed, 06 Jun 2007 19:49:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man the more i look on turbosquid the more fraud i see:

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/249898>

Subject: Re: OMFG MEGAMAN!
Posted by [GrayWolf](#) on Wed, 06 Jun 2007 20:22:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

CRUCIFY HIM!!!!

Subject: Re: OMFG MEGAMAN!
Posted by [cmatt42](#) on Wed, 06 Jun 2007 21:09:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Wed, 06 June 2007 14:49Man the more i look on turbosquid the more fraud i see:

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/249898>
LMAO.

Subject: Re: OMFG MEGAMAN!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 06 Jun 2007 21:11:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hahahah.

Quote:I got up this morning with a mission. That mission was to make a really kick ass megaman for ren.

Bullshit. That's plagiarism .

Subject: Re: OMFG MEGAMAN!

Posted by [Ryu](#) on Thu, 07 Jun 2007 00:37:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Wed, 06 June 2007 14:49Man the more i look on turbosquid the more fraud i see:

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/249898>

Hah.

You sir, Lost a skinner.

Subject: Re: OMFG MEGAMAN!

Posted by [AoBfrost](#) on Thu, 07 Jun 2007 03:23:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alot of the stuff Urimas used for his guns were taken from turbo squid too, i found his "pic 2.0" on there....but heck that place is for you to take and use.

Subject: Re: OMFG MEGAMAN!

Posted by [Ryu](#) on Thu, 07 Jun 2007 16:56:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Wed, 06 June 2007 22:23Alot of the stuff Urimas used for his guns were taken from turbo squid too, i found his "pic 2.0" on there....but heck that place is for you to take and use.

He told us he downloaded them from there, He rigged them up, And animated them. (Or so I believe.)

Subject: Re: OMFG MEGAMAN!

Posted by [jamiejrg](#) on Thu, 07 Jun 2007 23:18:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh, my bad. Sorry guys i forgot to mention i dl'ed it from turbo squid. Looking back on my first post it does seem like I was taking credit for the mesh. But in actual fact i just meant the model work. (ie, rigging, trouble shooting, etc) If you look in the read me you will see that i gave credit where credit was due.

Sorry,
Jamie

Subject: Re: OMFG MEGAMAN!
Posted by [AoBfrost](#) on Fri, 08 Jun 2007 00:21:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

does the same concept for using custom models for characters relate to weapons? I'm trying to make a awesome ramjet replacment, but seems that I am stuck and clueless on making custom guns, i have the model frm turbo squid, but dunno what to do with the settings to make it work ingame.

Subject: Re: OMFG MEGAMAN!
Posted by [reborn](#) on Fri, 08 Jun 2007 01:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

He included credits in the readme, I don't see the problem.

Subject: Re: OMFG MEGAMAN!
Posted by [Dreganius](#) on Fri, 08 Jun 2007 08:44:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, i don't see any other use of Megaman in renegade, so congrats on being the first man. i'm learning how to do this stuff and i use all my models from Turbo Squid, so...

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Fri, 08 Jun 2007 11:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reborn wrote on Thu, 07 June 2007 20:46He included credits in the readme, I don't see the problem.

Thanks reborn.

I mean, that's what turbo squid is for right? People like argon put thier models up on turbo squid

for people to download and use. I gave him the credit he deserves. Plus, this project gave me vital knowledge of the character model system in renegade.

edit I would be happy to help anyone with gun models. It is really easy when you figure out how to do it.

Thanks,
Jamie

Subject: Re: OMFG MEGAMAN!
Posted by [u6795](#) on Fri, 08 Jun 2007 14:10:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

This thread makes me laugh :) Good job Jamie. I wonder if any of the people on page 3 will show up in this thread again, maybe apologize seeing as I think they owe you one for just plain not reading the readme.

Subject: Re: OMFG MEGAMAN!
Posted by [Oblivion165](#) on Fri, 08 Jun 2007 15:21:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will gladly withdraw my statement, I simply never downloaded the thing and only saw what I saw.

Subject: Re: OMFG MEGAMAN!
Posted by [Ryu](#) on Fri, 08 Jun 2007 16:33:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Me, too.

You Sir, Have my apology, And gained a skinner.

Subject: Re: OMFG MEGAMAN!
Posted by [jamiejrg](#) on Fri, 08 Jun 2007 22:20:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you to all that apologized thus far.

I think we all the know moral of this story.

Jamie

Subject: Re: OMFG MEGAMAN!
Posted by [u6795](#) on Sat, 09 Jun 2007 00:03:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, kids, we've all learned crack is wack.

Stay in school!

Subject: Re: OMFG MEGAMAN!
Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:34:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sad, I did this before with a different mega man model, did you also do it when you were incredibly board?

But nice work all then same, I remember how hard it can be to ww bind some of these models.
