
Subject: looking for help with my SP mission
Posted by [Anonymous](#) on Sun, 02 Feb 2003 20:23:00 GMT
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I need texture artists and gmax modelers to help me. The help I need for the first part is: 1. I need someone to take the vehicle I have and give it bones that work (its a 4-wheeled vehicle with regular road tyres) 2. I need a 2-lane (1 each way) road texture that I can use, I also need a T-Junction texture for that road. 3. I need Australian outback scenery (dirt/sand, rocks, trees & whatever else). 4. I need a mesh-type fence (preferably topped with barb wire or something). Sort of thing that you might find at a jail or (in this case) top secret military base. I also need a gate suitable for use with said fence and 5. I need some general help with some other stuff, mainly signage. I am going to try and get some pictures from somewhere of what I want, if I can.

Subject: looking for help with my SP mission
Posted by [Anonymous](#) on Sun, 02 Feb 2003 21:05:00 GMT
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I can do the vehicle model

Subject: looking for help with my SP mission
Posted by [Anonymous](#) on Sun, 02 Feb 2003 22:01:00 GMT
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I can help with the level Edit: Nevermind, I must have been delirious. Sorry [February 02, 2003, 23:44: Message edited by: Ingrownlip]

Subject: looking for help with my SP mission
Posted by [Anonymous](#) on Sun, 02 Feb 2003 22:16:00 GMT
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I think Renegade has a road texture called CC_road2. I've been working on a t-junction to go with that texture for a map of mine. For a pic go here. If you want that one you can use it, but I'm not sure I'd call it finished yet.

Subject: looking for help with my SP mission
Posted by [Anonymous](#) on Mon, 03 Feb 2003 05:51:00 GMT
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I'll be willing to help with any modeling, (Mapping a little, But Meshes a lot) I'm not good at boning vehicles... Email me at Metal_Combot@yahoo.com

Subject: looking for help with my SP mission
Posted by [Anonymous](#) on Mon, 03 Feb 2003 09:50:00 GMT
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I can do all of that in a snap, I have a lot of that already. Still trying to get skinning to work. But I am a good modeler, and can make good textures. Drop a line if you need me. Deafwasp@yahoo.com
[February 03, 2003, 09:51: Message edited by: DeafWasp]
