
Subject: [models]free new characters

Posted by [GrayWolf](#) on Mon, 04 Jun 2007 05:23:23 GMT

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

I told some people that I was going to give them some character models but never did because I was busy. So here they are. They are all set and ready to go just need to be exported.

Punk

Gangsta

Mobster

File Attachments

1) [punk.jpg](#), downloaded 1070 times



2) [gangsta.jpg](#), downloaded 1052 times



3) [mobster.jpg](#), downloaded 1066 times



Subject: Re: free new characters
Posted by [nopol10](#) on Mon, 04 Jun 2007 05:30:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote: Cool! Roleplay2 could use this!

Subject: Re: free new characters
Posted by [Blazea58](#) on Mon, 04 Jun 2007 08:54:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

All three of those are Extremely well done, the texturing is flawless especially for the mobster. The polygon counts are also really nice, as well as the wireframe on them seems exact without any additional un needed polygons.

Are these the only 3 you had, or are these the only ones you boned /textured etc? Otherwise all 3 id give a 10.

Subject: Re: free new characters
Posted by [HORQWER](#) on Thu, 19 Jul 2007 02:14:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

fantastic character and fantastic models

Subject: Re: free new characters
Posted by [Oblivion165](#) on Thu, 19 Jul 2007 02:16:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

You felt the need to bump this?

Subject: Re: free new characters
Posted by [_SSnipe_](#) on Thu, 19 Jul 2007 03:17:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

srry the first 2 are not how they look i should know that
