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Subject: calico submachine gun  
Posted by [Tankkiller](#) on Tue, 10 Jul 2007 00:09:29 GMT  
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The topic sums it up. As you know the calico machine gun was seen in 2 tiberium dawn videos, Where a gdi light infantry shot a poorly armed noddie . But I thought that I'll show you my work and will ask for anyone to spot pyhical errors.

-- Yes, I know i streched it, it will be fixed

Pic I used to make this

Please note this is still a work in process.

Also included is a simple mesh with no bones in w3d format.

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#### File Attachments

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- 1) [The gun.bmp](#), downloaded 329 times
  - 2) [calico.W3D](#), downloaded 93 times
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Subject: Re: calico submachine gun  
Posted by [\\_SSnipe\\_](#) on Tue, 10 Jul 2007 00:38:04 GMT  
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looks cool

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Subject: Re: calico submachine gun  
Posted by [Jerad2142](#) on Tue, 10 Jul 2007 00:40:04 GMT  
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Why such a low poly count.

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Subject: Re: calico submachine gun  
Posted by [Tankkiller](#) on Tue, 10 Jul 2007 00:41:20 GMT  
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it would be made higher, but you have to also concider the fact that 3rd person models are... less important.

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Subject: Re: calico submachine gun  
Posted by [Tankkiller](#) on Tue, 10 Jul 2007 01:20:37 GMT  
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Right this second, im am uv mapping it.

Changes I made

1. added groves to the barrel
2. better grips
3. redid the stock
4. resized it to renegades scale
5. added a bolt and other mechinims