
Subject: Anyone need a modeler?

Posted by [Anonymous](#) on Wed, 12 Feb 2003 13:26:00 GMT

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I can nneed a good medeller.PLZ contact me. [February 12, 2003, 13:30: Message edited by:

Subject: Anyone need a modeler?

Posted by [Anonymous](#) on Wed, 12 Feb 2003 16:06:00 GMT

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Work w\ me on the Matrix Revolution! Trust me, it has NOTHING TO DO WITH THE MATRIX! I've seen some of your work and it rocks! Please contact me at Maytridy@rochester.rr.com PLEASE!
[February 12, 2003, 16:15: Message edited by: maytridy]

Subject: Anyone need a modeler?

Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:32:00 GMT

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I'm currently on my personal Renegade Mod, and a quake 3 mod. But the only one that I've got work in is my Renegade Mod(I've finished everything that i had to do in the quake 3 mod for now), so I've got quite alot of free time.I have nearly 3 years of experience in 3dsmax and gmax modeling objects, anything from weapons to vehicles, to very low poly trees and buildings (and everything in between).The only thing I'm new to is the UVW mapping, skinning and boning (always had a skinner/2d artist on my mod teams before that did the skins, and the games that I modeled on didn't use bones before).So does anyone need an experienced modeler for their mod?

Subject: Anyone need a modeler?

Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:39:00 GMT

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Well, if your bored, get in touch with me, I'm not making a mod, but I'm sure with a experienced modeler like you, and crazed commando editor like me, we can make something interesting =).AIM:kidrage11 E-mail:kidrage11@attbi.com [February 12, 2003, 12:40: Message edited by: bigwig992]
