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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:18:00 GMT

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I've finished modeling 3 weapons for Renegade Alert...The Flame Thrower: Screen 1, Screen 2 Polygon Count: 568 Total Construction Time: .75 - 1 hours (all references used: The real thing) The Dragon ATGM Launcher: Screen 1, Screen 2 Polygon Count: 456 (108 of that comes from the missile) Total Construction Time: .5 - .75 hours (all references used: The real thing) The Shock Rifle (shock trooper): Screen 1, Screen 2 Polygon Count: 748 Total Construction Time: 1.5 - 1.75 hours (all references used: RA1 Shock Trooper icon) Another weapon to go, the Berett M-82A1 (big .50 semi-auto sniper rifle ), and a few vehicles (the cargo truck, and badger bomber for now) Any suggestions? [ February 21, 2003, 17:20: Message edited by: Sir Phoenixx ]

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:24:00 GMT

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Sweeeet! Just make sure the skinner does a good job...

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:26:00 GMT

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Nice. You going to make a 50 cal. mounted machine gun.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:30:00 GMT

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No, not that I know of... (if your referring to the m-82a1 I mentioned, that is a real 10 round .50 semi-auto sniper rifle (used more to take out lightly armored vehicles than people ), not a mounted machine gun)

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:31:00 GMT

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Looks quickly made to me.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:35:00 GMT

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The real life weapons look quickly made, I just make what's there

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:09:00 GMT

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.30 Cal Machine Gun I just finished that.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 21:50:00 GMT

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SVD Its finally done!

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 21:52:00 GMT

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quote:Originally posted by Nodbugger:SVD Its finally done!Now this I like. GIMME!!!

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 21:56:00 GMT

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quote:Originally posted by ApacheRSG: quote:Originally posted by Nodbugger:SVD Its finally done!Now this I like. GIMME!!! you really think it is that good? Its really my first skin Im surprised my how well it turned out. Gibson still ahs to do osme finishing touches I dont know how to do

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 06:13:00 GMT

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Wait a minute.....none told me we added ANOTHER weapons modeler. So if you are making weapons you come to me. If im not on go to Gibson.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 08:41:00 GMT

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The Berett m82a1: Screen 1, Screen 2 Polygon Count: 1027Total Construction Time: 2-2.5 hours(all references used: Picture 1, Picture 2, Picture 3) quote:Wait a minute.....none told me we added ANOTHER weapons modeler. So if you are making weapons you come to me. If im not on go to Gibson.I'm not just modeling weapons, I'm doing weapons/vehicles/objects And go to you for what? I don't have to go to you for anything .Everything besides the belt of bullets on that .50 machine gun sucks...My .50 machine gun w/ tripod made for an old hl mod I was on before (made as a map object): [http://planetquake.com/liquiddesign/images/egm\\_machinegun.jpg](http://planetquake.com/liquiddesign/images/egm_machinegun.jpg)My Dragunov (not draganov!) sv-98 sniper rifle made for my current quake 3 mod a while back: Screen 1, Screen 2 (the real life gun: Pic 1, Pic 2, Pic 3)(Long and short of the story, I joined these forums a year ago, and I had a little over 2 years of experience in 3dsmax/gmax when you were just starting out. Remember that crappy ass MP5? Looked more like a cheap gun carved out of a block of wood than an mp5.)

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 10:47:00 GMT

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I have to say that you have done an excellent job modelling the weapons, they look very good. I hope this mod gets finished because it looks to be a good one.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 10:54:00 GMT

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[directed to phoenix] Dude, just lay off. The models don't have to be super perfect. We like nodbugger's stuff so far, so we'll keep liking his stuff. Once in game, the models will just blend in with the HUD and make for some fun gameplay with new models. [ February 22, 2003, 10:56: Message edited by: dishcleaner ]

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 15:31:00 GMT

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quote:Originally posted by Sir Phoenixx:The Berett m82a1: Screen 1, Screen 2 Polygon Count: 1027Total Construction Time: 2-2.5 hours(all references used: Picture 1, Picture 2, Picture 3) quote:Wait a minute.....none told me we added ANOTHER weapons modeler. So if you are making weapons you come to me. If im not on go to Gibson.I'm not just modeling weapons, I'm doing weapons/vehicles/objects And go to you for what? I don't have to go to you for anything .Everything besides the belt of bullets on that .50 machine gun sucks...My .50 machine gun w/ tripod made for an old hl mod I was on before (made as a map object):

[http://planetquake.com/liquiddesign/images/egm\\_machinegun.jpg](http://planetquake.com/liquiddesign/images/egm_machinegun.jpg)My Dragunov (not draganov!) sv-98 sniper rifle made for my current quake 3 mod a while back: Screen 1, Screen 2 (the real life gun: Pic 1, Pic 2, Pic 3)(Long and short of the story, I joined these forums a year ago, and I had a little over 2 years of experience in 3dsmax/gmax when you were just starting out. Remember that crappy ass MP5? Looked more like a cheap gun carved out of a block of wood than an mp5.)It says your a renegade alert modeler. If you are you are udner my cmmand and I will tell you what wee need. Besdies that druganov doesnt even look like a driganov. they are not bolt action. and many other thigns. And its a .30 calibre machine gun.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 18:58:00 GMT

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The Badger Bomber: Screen 1, Screen 2, Screen 3Polygon Count: 889Total Construction Time: 2.75-3 hours(all references used: Picture 1, Picture 2) quote:Originally posted by Nodbugger:It says your a renegade alert modeler. If you are you are udner my cmmand and I will tell you what wee need. Besdies that druganov doesnt even look like a driganov. they are not bolt action. and many other thigns. And its a .30 calibre machine gun.You really need to work on your typing skills... Right now ACK's telling me what I need to do. That is a Dragunov, and that machine gun (both what you made and what I made before) are .50 caliber machine guns.(A .30 caliber round is about what most modern sniper rifles fire (around .308 in size))You really don't want to get into a gun argument with me, but if you do go right ahead, I'll have fun proving you wrong. [ February 22, 2003, 20:00: Message edited by: Sir Phoenixx ]

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 21:45:00 GMT

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quote:Originally posted by Sir Phoenixx:The Badger Bomber: Screen 1, Screen 2, Screen 3Polygon Count: 889Total Construction Time: 2.75-3 hours(all references used: Picture 1, Picture 2) quote:Originally posted by Nodbugger:It says your a renegade alert modeler. If you are you are udner my cmmand and I will tell you what wee need. Besdies that druganov doesnt even look like a driganov. they are not bolt action. and many other thigns. And its a .30 calibre machine gun.You really need to work on your typing skills... Right now ACK's telling me what I need to do. That is a Dragunov, and that machine gun (both what you made and what I made before) are .50 caliber machine guns.(A .30 caliber round is about what most modern sniper rifles fire (around .308 in size))You really don't want to get into a gun argument with me, but if you do go right ahead, I'll have fun proving you wrong. For one ACK isnt in charge.for 2 i know its a druganov.And the one I made is after a .30 calibre machine gun.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sun, 23 Feb 2003 01:53:00 GMT

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not really related but I'm making a kar98k:Kar98kReal Gun

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sun, 23 Feb 2003 06:04:00 GMT

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Ok....But it's "Dragunov" NOT "Druganov"... (<http://club.guns.ru/eng/dragunov.html>, <http://www.geocities.com/Pentagon/4572/history.html>, <http://www.dragunov.net/>)And if that doesn't suffice, go to <http://www.google.com> and search for "Druganov", it will come back with "Did you mean: Dragunov "

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sun, 23 Feb 2003 06:07:00 GMT

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Nice gun JWP, needs to be finished though

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sun, 23 Feb 2003 08:03:00 GMT

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at least guns are being finished.....finally

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:19:00 GMT

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oh and the SV-98 isnt a Dragunov.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sun, 23 Feb 2003 11:15:00 GMT

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The Cargo Truck: Screen 1, Screen 2Polygon Count: 756Total Construction Time: 1.75-2.25 hours(all references used: Picture 1)Well I'll be a monkey's uncle It says the sv-98 was made by IzhMash ... They must have changed their name as a joke on me You're right about one thing.

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Subject: New Renegade Alert Models...  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 16:37:00 GMT  
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Just put a nuke symbol on the side and your all set!

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Subject: New Renegade Alert Models...  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 22:04:00 GMT  
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thats pretty good i guess cant you skin tho?

---

Subject: New Renegade Alert Models...  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 00:04:00 GMT  
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quote:Originally posted by Sir Phoenixx:The Cargo Truck: Screen 1, Screen 2Polygon Count: 756Total Construction Time: 1.75-2.25 hours(all references used: Picture 1)Well I'll be a monkey's uncle It says the sv-98 was made by IzhMash ... They must have changed their name as a joke on me You're right about one thing. ehhhhhhhhhhhhhh Cargo Truck?????.....I dont remember that playing any importance in RA1

---

Subject: New Renegade Alert Models...  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 00:13:00 GMT  
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It's actually called a convoy truck in RA1 and normally you had to kill them or make a route for them to get safely through the map. The convoy truck was also a similar model as the demolition truck seen in RA1 aftermath. Image a M.A.D. tank in renegade, that would be sure to cause some havoc. There would have to be a limit though and a maximum range for the EMP weapon. I suppsoe it would be possible, you could have the weapon like a beacon arming as it was in RA1 you had chance to stop it arming if you moved the tank.

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Subject: New Renegade Alert Models...  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:07:00 GMT  
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quote:Originally posted by Sir Phoenixx:I'm trying to get this UVW Mapping stuff down, once that's down I'll beable to skin my stuff...Took me a month.....

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:20:00 GMT

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I almost got this down, and it only took like a week? maybe less? I know how to add the uvw modifier and move the verts around until there's no distortion, I got a skin on a model, and in a certain place, I know how to move it around and all that... I just need a program that will save a picture of the uvw mapping so I can make the skin over that picture so it all fits... Would anyone know of a program or plugin for gmax that I can do this with?

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:24:00 GMT

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All the models i have seen in this post are excellent. If all goes well, this mod will be the best ever! Keep up the GREAT work guys!

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:33:00 GMT

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Gibson showed me the basics and I got most of it down by myself. Only took a few days.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:46:00 GMT

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SirPhoenixx: Have you tried Texporter?

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:49:00 GMT

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I had a prog called Lith unwrap that did the UV's for .3ds files and quake 3 .md3 files and stuff.

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 14:17:00 GMT

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I have lith unwrap, but this doesn't handle gmax or renegade model files. And last time i checked texporter was a 3dsmax plugin...

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Mon, 24 Feb 2003 15:57:00 GMT

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quote:Originally posted by Sir Phoenixx:I almost got this down, and it only took like a week? maybe less?I know how to add the uvw modifier and move the verts around until there's no distortion, I got a skin on a model, and in a certain place, I know how to move it around and all that...I just need a program that will save a picture of the uvw mapping so I can make the skin over that picture so it all fits... Would anyone know of a program or plugin for gmax that I can do this with?Takes a month if you do it for 5 minutes a day

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Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:44:00 GMT

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I'm trying to get this UVW Mapping stuff down, once that's down I'll be able to skin my stuff...

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