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Subject: BFD weapons rigger needed...  
Posted by [cnc95fan](#) on Sun, 17 Feb 2008 21:19:26 GMT  
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As the title implies, we need a weapon rigger, I had a look through some assets Laeubi sent me, and discovered a LARGE heap of weapons.. So eh, if you can rig weapons, let me know.. No questions asked (by me, you just join the team )

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Subject: Re: BFD weapons rigger needed...  
Posted by [Reaver11](#) on Mon, 18 Feb 2008 11:49:49 GMT  
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Rigging as in Renx work or Leveledit work?

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Subject: Re: BFD weapons rigger needed...  
Posted by [cnc95fan](#) on Mon, 18 Feb 2008 15:22:18 GMT  
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RenX..

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Subject: Re: BFD weapons rigger needed...  
Posted by [Reaver11](#) on Mon, 18 Feb 2008 17:27:44 GMT  
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I know parts of that I can give it a try.

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Subject: Re: BFD weapons rigger needed...  
Posted by [Gen\\_Blacky](#) on Mon, 18 Feb 2008 17:39:31 GMT  
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doing all the w3d properties is easy i just cant do hand positions and complex animations.

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Subject: Re: BFD weapons rigger needed...  
Posted by [cnc95fan](#) on Mon, 18 Feb 2008 17:40:55 GMT  
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Gen\_Blacky wrote on Mon, 18 February 2008 11:39 i just cant do hand positions and complex animations.  
:v, that's what is needed.

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Subject: Re: BFD weapons rigger needed...  
Posted by [Gen\\_Blacky](#) on Mon, 18 Feb 2008 20:37:39 GMT  
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cnc95fan wrote on Mon, 18 February 2008 12:40Gen\_Blacky wrote on Mon, 18 February 2008 11:39 i just cant do hand positions and complex animations.  
:v, that's what is needed.

thats what i thought

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Subject: Re: BFD weapons rigger needed...  
Posted by [Reaver11](#) on Tue, 19 Feb 2008 01:39:23 GMT  
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nothing hurts trying ill see what i can do

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Subject: Re: BFD weapons rigger needed...  
Posted by [Muad Dib15](#) on Tue, 19 Feb 2008 02:30:43 GMT  
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I can do level edit pretty well even though I only have a basic knowledge of it.

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