
Subject: New Character Models

Posted by [Di3HardNL](#) on Wed, 30 Jul 2008 12:26:32 GMT

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

Hey i would like to give away some stuff,

I found a couple character models on turbosquid.com, and after some resizing, replacing parts of the character and assign them to the correct bones they came out pretty good

They are for the basic GDI infantry!

Minigunner ->Swordman

Shotgunner ->Armored swordman

Grenadier ->Zelda

Engineer ->Battlemage

Downloadlink below screenshots-> Enjoy!

File Attachments

- 1) [Minigunner Swordman.rar](#), downloaded 239 times
 - 2) [Shotgunner Armored Swordman.rar](#), downloaded 225 times
 - 3) [Grenadier Zelda.rar](#), downloaded 193 times
 - 4) [Engineer Battlemage.rar](#), downloaded 214 times
-

Subject: Re: New Character Models

Posted by [cnc95fan](#) on Wed, 30 Jul 2008 13:02:01 GMT

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

Lol, they looks cool. I will download them when I get home.

Subject: Re: New Character Models

Posted by [GEORGE ZIMMER](#) on Wed, 30 Jul 2008 13:15:17 GMT

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

Zelda should have been Sydney, or the secondary skin for PIC Sydney. The armored guy should have been Gunner or the Nod Black Hand with the LCG. The sword guy is fine.

Subject: Re: New Character Models

Posted by [nope.avi](#) on Wed, 30 Jul 2008 14:00:36 GMT

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

Very Nice

Subject: Re: New Character Models
Posted by [R315r4z0r](#) on Wed, 30 Jul 2008 16:28:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol, Zelda with a grenade launcher.

Subject: Re: New Character Models
Posted by [CnC Kane](#) on Wed, 30 Jul 2008 17:11:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very Very Nice Di3

Subject: Re: New Character Models
Posted by [_SSnipe_](#) on Wed, 30 Jul 2008 17:19:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

awsome

Subject: Re: New Character Models
Posted by [Di3HardNL](#) on Thu, 31 Jul 2008 12:00:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks for replies, and i just made the dumbest character i ever made so far

SNOWMAN check the ss-->

File Attachments

1) [ScreenShot119.png](#), downloaded 350 times



Subject: Re: New Character Models

Posted by [ErroR](#) on Thu, 31 Jul 2008 13:03:19 GMT

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

Subject: Re: New Character Models

Posted by [Dreganius](#) on Thu, 31 Jul 2008 13:30:54 GMT

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

Cabal8616 wrote on Wed, 30 July 2008 23:15Zelda should have been Sydney, or the secondary

skin for PIC Sydney.

I concur.

- Karandras

Subject: Re: New Character Models
Posted by [Di3HardNL](#) on Thu, 31 Jul 2008 15:19:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

So you want me to make zelda for sydney 150 or for 2nd PIC sydney?

Subject: Re: New Character Models
Posted by [Dreganius](#) on Sun, 03 Aug 2008 12:31:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Second, DEFINATELY Second.

Everyone uses PIC Sydney more than Tib Auto Sydney

- Karandras

Subject: Re: New Character Models
Posted by [Di3HardNL](#) on Sun, 03 Aug 2008 12:47:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

allright here is Zelda for 2nd PIC

File Attachments

1) [Zelda 2nd PIC.rar](#), downloaded 194 times

Subject: Re: New Character Models
Posted by [Dreganius](#) on Sun, 03 Aug 2008 13:49:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

- Karandras

Subject: Re: New Character Models

Posted by [Canadacdn](#) on Sun, 03 Aug 2008 18:08:15 GMT

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

You do realize that the Zelda model there has been ripped out of a video game, and redistributing it is illegal.

Subject: Re: New Character Models

Posted by [Di3HardNL](#) on Sun, 03 Aug 2008 20:26:33 GMT

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

I didn't realize that. I thought it was allowed to download models there and do with it whatever you want? what else should you do with models if you are not allowed to use them in a game

Subject: Re: New Character Models

Posted by [Jerad2142](#) on Mon, 04 Aug 2008 07:43:14 GMT

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

Di3HardNL wrote on Sun, 03 August 2008 14:26 I didn't realize that. I thought it was allowed to download models there and do with it whatever you want? what else should you do with models if you are not allowed to use them in a game

Your pretty safe dude, I've seen that model redistributed in gmod plenty now, I'm sure they would get on that before they came after the small, insignificant game of Renegade. And beings that haven't done that yet its probably pretty safe.

Subject: Re: New Character Models

Posted by [IronWarrior](#) on Mon, 04 Aug 2008 09:22:20 GMT

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

Call the wow police on that ripper bastard :!!lol!!:

Anyways, really nice models, I have them on GM soon.

Subject: Re: New Character Models

Posted by [ErroR](#) on Tue, 05 Aug 2008 15:14:04 GMT

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

Di3HardNL wrote on Sun, 03 August 2008 23:26 I didn't realize that. I thought it was allowed to download models there and do with it whatever you want? what else should you do with models if you are not allowed to use them in a game

small example of waht will happen if u use just rip stuff see 8:32 about unlicenced music ya it;s offtop

<http://www.youtube.com/watch?v=Eu3qxeZmBrk>

Subject: Re: New Character Models

Posted by [IronWarrior](#) on Thu, 17 Sep 2009 15:02:41 GMT

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

Hmm, thought I updated this a long time ago.

Anyway, thses skins have been added to Game-Maps.NET and have been for a long time.

Zelda Grenader

<http://ren.game-maps.net/index.php?act=view&id=1345>

Swordsman

<http://ren.game-maps.net/index.php?act=view&id=1342>

Armoured Swordsman

<http://ren.game-maps.net/index.php?act=view&id=1339>

Battlemage

<http://ren.game-maps.net/index.php?act=view&id=1338>

I'm working on some files now, but due to being so long... I forgot who made the current files am working on, it be a while till I can track the names down, hopeful soon!

Subject: Re: New Character Models

Posted by [Kimb](#) on Fri, 18 Sep 2009 21:29:04 GMT

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

ressurrect
