

---

Subject: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 18:03:43 GMT

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

---

Yep here's my new MAC10, like you guys see everything is made by me, rate it please:

---

---

Subject: Re: My new MAC10

Posted by [samous](#) on Sun, 26 Oct 2008 20:15:19 GMT

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

---

nice, a little dark, but would be a good substitute for the tib. flechette gun, lol. Nice.

---

---

Subject: Re: My new MAC10

Posted by [Di3HardNL](#) on Sun, 26 Oct 2008 20:27:25 GMT

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

---

if we can rate from 0 to 10 i would give it an 9.9 very nice

---

---

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 20:30:32 GMT

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

---

Thanks

---

---

Subject: Re: My new MAC10

Posted by [samous](#) on Sun, 26 Oct 2008 20:38:54 GMT

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

---

i would give it an 8.5, but it would be a 9.9 if you made it less dark.

=samous 1/2

---

---

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 21:54:34 GMT

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

---

White Background:

---

---

Subject: Re: My new MAC10  
Posted by [\\_SSnipe\\_](#) on Sun, 26 Oct 2008 22:01:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Needs a little bit more detail

---

---

Subject: Re: My new MAC10  
Posted by [mr£\\$Ä-z](#) on Sun, 26 Oct 2008 22:04:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Its not Finished yet, it needs an AmmoClip etc.

---

---

Subject: Re: My new MAC10  
Posted by [samous](#) on Sun, 26 Oct 2008 22:07:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok, 9.5. When you finish it, i will give it a reall score, not just a fun score, where no one really belives would be the real score if this was a real grading thing.

=samous

(maby it would be a good tib flechette gun, could you make it that?)

---

---

Subject: Re: My new MAC10  
Posted by [anant](#) on Mon, 27 Oct 2008 02:52:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice trigger  
make it a double tap

---

---

Subject: Re: My new MAC10  
Posted by [ErroR](#) on Mon, 27 Oct 2008 08:41:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cool as i said u could sell it on turbo squid and get some money like 1-2\$ dollars per model

---

---

Subject: Re: My new MAC10  
Posted by [GEORGE ZIMMER](#) on Mon, 27 Oct 2008 08:44:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

As said, needs some more detail. Namely, a trigger, and ammo clip.

---

---

Subject: Re: My new MAC10

Posted by [mrÃ&Auml;z](#) on Tue, 28 Oct 2008 18:15:46 GMT

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

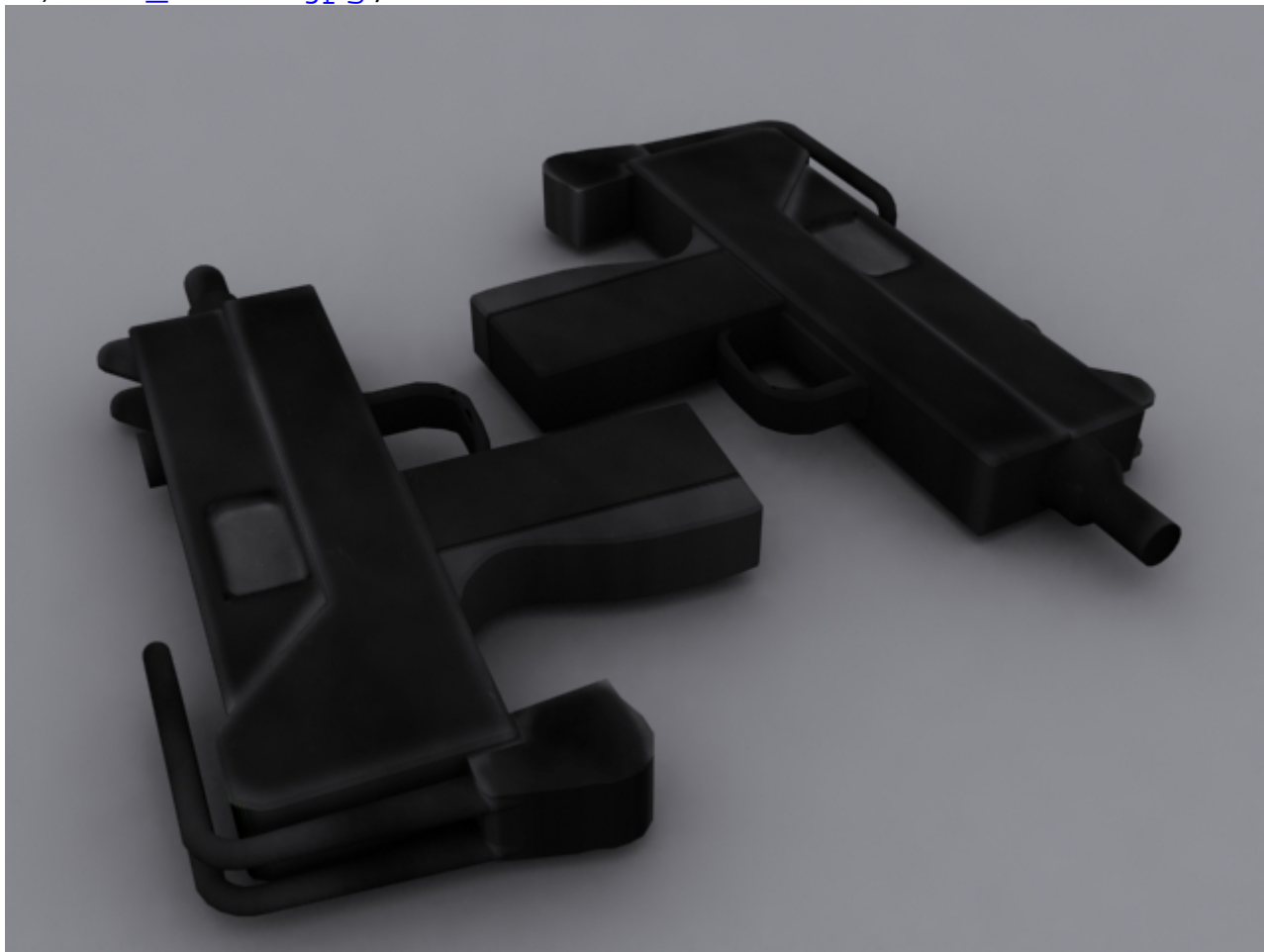
---

Better Render (Thanks to Ferkhat)

#### File Attachments

---

1) [mad\\_mac10.jpg](#), downloaded 784 times



---

Subject: Re: My new MAC10

Posted by [LR01](#) on Tue, 28 Oct 2008 18:20:52 GMT

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

---

trigger?

I see some real good progress here

---

---

Subject: Re: My new MAC10  
Posted by [ErroR](#) on Tue, 28 Oct 2008 18:55:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

As he said it's not finished

---

---

Subject: Re: My new MAC10  
Posted by [DeathC200](#) on Mon, 03 Nov 2008 15:10:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

keep up the good work

---

---

Subject: Re: My new MAC10  
Posted by [mr£Ä\\$Ä·z](#) on Mon, 03 Nov 2008 18:30:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Update: Texture Updated, added some Deteils.

(Quick Renedered, no WIP Render)

---

#### File Attachments

1) [Famas and Mac10.jpg](#), downloaded 942 times

---



---

Subject: Re: My new MAC10  
Posted by [ErroR](#) on Mon, 03 Nov 2008 19:52:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

pretty cool

---

---

Subject: Re: My new MAC10  
Posted by [DeathC200](#) on Mon, 03 Nov 2008 20:29:44 GMT

---

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

---

kick ass 1000000000000000000000%

---

---

Subject: Re: My new MAC10  
Posted by [anant](#) on Mon, 03 Nov 2008 23:10:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

POST MAC ASAP!  
NIAS WORK  
ps  
mac is for wich weapon? patch?

---

---

Subject: Re: My new MAC10  
Posted by [samous](#) on Tue, 04 Nov 2008 01:55:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

in real life, i would grade the MAC as a 8.65, and the FAMAS as a 6.98. (out of 10)

Still, thats pretty high. I would give it 2 b/c it's awesome.

=samous

---

---

Subject: Re: My new MAC10  
Posted by [mr£\\$-z](#) on Tue, 04 Nov 2008 11:32:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The MAC10 will be in my Modifiction so i wont post it here, and no its not a weapon replacement x'D

---

---

Subject: Re: My new MAC10  
Posted by [slosa](#) on Thu, 06 Nov 2008 01:53:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

why don't you attatch it to a post so we can have it too

---

---

Subject: Re: My new MAC10  
Posted by [Starbuzz](#) on Thu, 06 Nov 2008 02:00:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

slosa69 wrote on Thu, 06 November 2008 01:53why don't you attatch it to a post so we can have

it too

LOL

---

---

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Thu, 06 Nov 2008 20:43:44 GMT

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

---

nioo i said its for my mod im workinhg on

---

---

Subject: Re: My new MAC10

Posted by [Altzan](#) on Thu, 06 Nov 2008 21:21:17 GMT

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

---

Just because he made it doesn't mean he's giving it way, lol

Nice work madracks

---

---

Subject: Re: My new MAC10

Posted by [GEORGE ZIMMER](#) on Thu, 06 Nov 2008 22:16:26 GMT

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

---

Nice, alot better than your previous models. Show the wireframe, too.

---

---

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Fri, 07 Nov 2008 11:41:46 GMT

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

---

Without that Shoulder thingy my model just have 600 Polygons, i didnt really tryed to save polygons, i always wanted to make 1 good model & texture

---

### File Attachments

1) [mac.jpg](#), downloaded 411 times

---

