
Subject: [REQUEST] Star Wars 500 sniper request.
Posted by [Starbuzz](#) on Tue, 28 Oct 2008 13:55:06 GMT
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Hello,

I have a request to make. Can someone please bone/rig the Boba Fett character from Star Wars to replace both GDI/Nod 500 credit snipers?

I found a model of it but unfortunately it is high poly. I am searching too for a Boba Fett low poly model. I will upload it after I find it.

Thanks!

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [Di3HardNL](#) on Tue, 28 Oct 2008 14:01:01 GMT
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there is also a SKIN that looks exactly like that. i'll find

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [ErroR](#) on Tue, 28 Oct 2008 14:42:50 GMT
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I want to convert some models form star wars republic commando but i'm having some trouble with the editor (crash) (also it's unreal engine)

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [GrimmNL](#) on Tue, 28 Oct 2008 14:42:59 GMT
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shouldn't be to much of a trouble for nod since that 500 sniper has a full face helmet but, GDI's Deadeye has a open face, pretty hard to give him a helmet looking face w/o changing the model

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [Starbuzz](#) on Tue, 28 Oct 2008 21:20:09 GMT
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Di3HardNL wrote on Tue, 28 October 2008 08:01there is also a SKIN that looks exactly like that.

i'll find

Thank you!

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [Gen_Blacky](#) on Wed, 29 Oct 2008 00:30:36 GMT
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can we see the high poly model ?

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [Starbuzzz](#) on Wed, 29 Oct 2008 01:04:27 GMT
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Gen_Blacky wrote on Tue, 28 October 2008 18:30can we see the high poly model ?

Sure! It's here:

<http://www.scifi3d.com/details.asp?intGenreID=10&intCatID=13&key=274>

Click on the MAX 4 (9.82Mb) to download it.

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [cnc95fan](#) on Wed, 29 Oct 2008 08:15:10 GMT
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AFAIK, (and we know very far), LucasArts arn't exactly happy to see people create their charachters in another engine.

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [ErroR](#) on Wed, 29 Oct 2008 12:22:04 GMT
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cnc95fan wrote on Wed, 29 October 2008 10:15AFAIK, (and we know very far), LucasArts arn't exactly happy to see people create their charachters in another engine.
who cares it's not for public work (like mods)

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [samous](#) on Wed, 29 Oct 2008 19:21:17 GMT
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[quote title=Error wrote on Wed, 29 October 2008 05:22]cnc95fan wrote on Wed, 29 October 2008 10:15AFAIK)

what?

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [nope.avi](#) on Wed, 29 Oct 2008 19:31:41 GMT
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As Far As I Know

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [samous](#) on Thu, 30 Oct 2008 00:01:06 GMT
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oh, thnx

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [Genesis2001](#) on Sun, 02 Nov 2008 05:21:58 GMT
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cnc95fan wrote on Wed, 29 October 2008 01:15AFAIK, (and we know very far), LucasArts aren't exactly happy to see people create their characters in another engine.

Correct. They effectively killed off the SWM for Renegade

Subject: Re: [REQUEST] Star Wars 500 sniper request.
Posted by [OWA](#) on Mon, 03 Nov 2008 05:00:22 GMT
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Zack wrote on Sun, 02 November 2008 05:21cnc95fan wrote on Wed, 29 October 2008 01:15AFAIK, (and we know very far), LucasArts aren't exactly happy to see people create their characters in another engine.

Correct. They effectively killed off the SWM for Renegade
That mod died anyway, since HTMLGod left.
