

---

Subject: [request] shotgun models?

Posted by [ChewML](#) on Tue, 02 Dec 2008 03:26:03 GMT

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

---

I have yet to run across one. I would love to have one that looked like one of these

or

Anybody bored enough? Or know of a already existing model?

### File Attachments

---

1) [shotty2.jpg](#), downloaded 490 times



2) [shotty1.jpg](#), downloaded 482 times



---

Subject: Re: [request] shotgun models?

Posted by [anant](#) on Tue, 02 Dec 2008 05:11:43 GMT

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

---

shotty 2 ftw!

---

---

Subject: Re: [request] shotgun models?

Posted by [mr£Ä\\$Ä-z](#) on Tue, 02 Dec 2008 13:58:56 GMT

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

---

How abou name of the Shotgun and a Bigger Pictuere?

---

---

Subject: Re: [request] shotgun models?

Posted by [ChewML](#) on Tue, 02 Dec 2008 14:37:16 GMT

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

---

Remington 870, preferably in the black and silver style.

### File Attachments

1) [shotty3.jpg](#), downloaded 640 times



---

Subject: Re: [request] shotgun models?

Posted by [anant](#) on Tue, 02 Dec 2008 23:14:43 GMT

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

---

ChewML wrote on Tue, 02 December 2008 08:37

Remington 870, preferably in the black and silver style.

---

Subject: Re: [request] shotgun models?

Posted by [ErroR](#) on Wed, 03 Dec 2008 06:12:00 GMT

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

---

get a decent model and a texture and then i'll try to convert it

---

Subject: Re: [request] shotgun models?

Posted by [ErroR](#) on Wed, 03 Dec 2008 17:37:21 GMT

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

---

I found a good model

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/333340>

and if u sacrefice a dollar u can get it as a weapon

---

---

Subject: Re: [request] shotgun models?

Posted by [ChewML](#) on Wed, 03 Dec 2008 20:26:36 GMT

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

---

#### File Attachments

1) [remington\\_max.rar](#), downloaded 86 times

---

---

Subject: Re: [request] shotgun models?

Posted by [cnc95fan](#) on Wed, 03 Dec 2008 22:28:38 GMT

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

---

It's nearly 4000 polys..

Thanks for sharing though ^^

---

---

Subject: Re: [request] shotgun models?

Posted by [Altzan](#) on Wed, 03 Dec 2008 22:34:48 GMT

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

---

I hope you bone that, it looks awesome

---

---

Subject: Re: [request] shotgun models?

Posted by [ChewML](#) on Wed, 03 Dec 2008 23:09:47 GMT

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

---

cnc95fan wrote on Wed, 03 December 2008 16:28It's nearly 4000 polys..

Thanks for sharing though ^^

I don't know anything about modeling... so I am assuming 4,000 polys makes it harder and less likely?

---

---

Subject: Re: [request] shotgun models?

Posted by [Altzan](#) on Wed, 03 Dec 2008 23:13:22 GMT

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

---

The more poly's, the harder it gets for the game to render it. If the model had tons of poly's it could lag Renegade. But I don't know how many that would take.

---

---

Subject: Re: [request] shotgun models?  
Posted by [Reaver11](#) on Wed, 03 Dec 2008 23:27:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I wouldnt go over 5000 polys max for a gunmodel prefb around 2500.

---

Subject: Re: [request] shotgun models?  
Posted by [ChewML](#) on Thu, 04 Dec 2008 02:35:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So is anyone willing to put this together? Not trying to be pushy, just want to know if I should search for something else.

---

Subject: Re: [request] shotgun models?  
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:18:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

oops i didn't see it was .max any 1 can convert it to 3ds max ? or any other format?

---

Subject: Re: [request] shotgun models?  
Posted by [danpaul88](#) on Thu, 04 Dec 2008 13:21:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Thu, 04 December 2008 13:18oops i didn't see it was .max any 1 can convert it to 3ds max ? or any other format?

.max \*is\* 3ds max..... it's just that files from a newer version of 3ds max won't open in any older version of 3ds max. I don't see why they couldn't include an option to save it in the format for an older version of 3ds max.....

---

Subject: Re: [request] shotgun models?  
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:22:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

danpaul88 wrote on Thu, 04 December 2008 15:21ErroR wrote on Thu, 04 December 2008 13:18oops i didn't see it was .max any 1 can convert it to 3ds max ? or any other format?

.max \*is\* 3ds max..... it's just that files from a newer version of 3ds max won't open in any older version of 3ds max. I don't see why they couldn't include an option to save it in the format for an older version of 3ds max.....

---

can' the old one open .max and save (export) as .obj for example.

---

---

Subject: Re: [request] shotgun models?

Posted by [Di3HardNL](#) on Thu, 04 Dec 2008 16:07:09 GMT

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

---

Here it is in 3DS format. So you can import it in RenX. While im on it i'll make it right away:p

#### File Attachments

---

1) [3DS - remington.rar](#), downloaded 50 times

---