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Subject: Request for Character Modeling

Posted by [mr£ÄŞÄ-z](#) on Thu, 21 May 2009 13:07:22 GMT

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Hello im learning Character Modeling, tryed some ways like:

Box Modeling  
Plane Modeling etc.

But they were not perfect, i couldnt smooth them good to make them look good ingame, and TurboSmooth gave a way to much Polygons. And now i wanna give another try with another way but i cant find these Textures:

anyone know where i get textures like these? (should be textures of soldiers) because i want to make some chars for

Renegade: Scorched Earth.  
Thanks, madrackz

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Subject: Re: Request for Character Modeling

Posted by [Di3HardNL](#) on Thu, 21 May 2009 13:15:27 GMT

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You could try Meshsmooth instead of Turbosmooth. there you can play with the options to get it less smoothed (less polygons) but still look good

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Subject: Re: Request for Character Modeling

Posted by [mr£ÄŞÄ-z](#) on Thu, 21 May 2009 20:50:21 GMT

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Tryed, sucked anyway tomorrow you guys MAYBE will see a fucking nice video

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