
Subject: WW2 Market Garden Props
Posted by [CNCWarpath](#) on Fri, 07 Mar 2003 15:54:49 GMT
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I made a bridge,hay stack and a windmill for Operation Market Garden Mission, their unskinned but wonder what u reckon?

Operation Market Garden Bridge:

Operation Market Garden Windmill :

Operation Market Garden Haystack :

Subject: WW2 Market Garden Props
Posted by [Deafwasp](#) on Fri, 07 Mar 2003 16:50:12 GMT
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that bridge is made wrong. The big archs are supposed to reach all the way to the ground. They are supports. Otherwise that is just retarded. Look at real bridges when you model.

I like the windmill.... I would like to see how you skin it.

And the haystack....Looks like we got a 5 star quality modeler on our hands!

Subject: WW2 Market Garden Props
Posted by [JCOOL91](#) on Fri, 07 Mar 2003 20:37:48 GMT
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those look alot like MOHAA esbecaly the haystack but good job

Subject: WW2 Market Garden Props
Posted by [snipefrag](#) on Fri, 07 Mar 2003 20:58:29 GMT
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JCOOL91those look alot like MOHAA esbecaly the haystack but good job

operation market garden is a MOHAA multiplayer level that might be why lol

Subject: WW2 Market Garden Props
Posted by [iscripter](#) on Fri, 07 Mar 2003 21:04:17 GMT
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its BF1942 too...

and about the windmill, mostly the 'rotors' (the 4 blades, dunno how to say in English) ar right above the door, on the front (im a Dutch-man)

Subject: WW2 Market Garden Props
Posted by [snipefrag](#) on Fri, 07 Mar 2003 21:17:08 GMT
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lol i think i am getting confused i have both games but now you said it i am sure its only on BF

Subject: WW2 Market Garden Props
Posted by [Dishman](#) on Sat, 08 Mar 2003 03:39:13 GMT
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Go watch the Market Garden episode on Band Of Brothers (if you don't have it you suck poo, lol), it may help the level.....meh its just the 101st objective, so just watch it for its shear glory and power .

Subject: WW2 Market Garden Props
Posted by [CNCWarpath](#) on Sat, 08 Mar 2003 05:11:40 GMT
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Ill do that dishman, thanks ! , also Market garden was a mission in world war 2, both games have this level becuase its history, i cant help it if i use operation market garden in warpath..its how it is..soo people if u say..oo i copied so and so game i havent im just using history.thanks

Subject: WW2 Market Garden Props
Posted by [snipefrag](#) on Sat, 08 Mar 2003 15:56:23 GMT
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valid excuse ;lol:

Subject: WW2 Market Garden Props
Posted by [conman231](#) on Sat, 08 Mar 2003 16:43:21 GMT
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snipefrag valid excuse ;lol: man the hay stack really sux, but good job for the others, if u need n e help with modeling u can email me or talk on msn, conman231@hotmail.com

Subject: WW2 Market Garden Props
Posted by [Sir Phoenixx](#) on Sat, 08 Mar 2003 16:52:15 GMT
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The hay stack might, but that's because it doesn't have a skin on it. If it had a skin it would be totally different.

Subject: WW2 Market Garden Props
Posted by [CNCWarpath](#) on Sat, 08 Mar 2003 18:04:43 GMT
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Yea, the haystack is only a simple prop and when ur ingame you seriously dont take much notice on the hay lol, ur brain is too buzy in control of whats going on.

Subject: WW2 Market Garden Props
Posted by [scrinstorm](#) on Sat, 08 Mar 2003 20:07:26 GMT
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MOH: Frontline has some Market Garden stuff in it too.

Subject: WW2 Market Garden Props
Posted by [Havocman](#) on Sun, 09 Mar 2003 22:07:02 GMT
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ahhh Front line

Love that First mission where the Stuka Trys to do a Straffing Run on you

Subject: WW2 Market Garden Props
Posted by [scrinstorm](#) on Sun, 09 Mar 2003 22:43:37 GMT
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Havocmanahhh Front line

Love that First mission where the Stuka Trys to do a Straffing Run on you

Are you talking about the beach level?

Subject: WW2 Market Garden Props

Posted by [MoDMaNiA](#) on Mon, 10 Mar 2003 00:27:02 GMT

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the rotor blades on the windmill are actually twisted, so the wind can actually turn it lol, but otherwise, good job.
