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Subject: new wf model  
Posted by [JsxKeule](#) on Sun, 06 Sep 2009 20:47:37 GMT  
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i thought i should post it here

<http://www.youtube.com/v/SETQmlsVQo4>

when you want to have it:  
i maybe put it in the credit section  
on  
[www.renegadeskins.net](http://www.renegadeskins.net)

visit us for more infos

comments pls

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Subject: Re: new wf model  
Posted by [ErroR](#) on Sun, 06 Sep 2009 21:07:50 GMT  
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nice work, but the shine, argh the shine

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Subject: Re: new wf model  
Posted by [JsxKeule](#) on Sun, 06 Sep 2009 21:08:31 GMT  
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when you got it you can edit it how you like ^^

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Subject: Re: new wf model  
Posted by [Omar007](#) on Sun, 06 Sep 2009 21:18:21 GMT  
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I also think it's a bit to shiny but i really like the 'computerized' logo and the corner around the doors and bottom

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Subject: Re: new wf model  
Posted by [ErroR](#) on Sun, 06 Sep 2009 21:27:03 GMT  
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i love it, but the fact is the shine, is too powerfull looks like a wrapping, also you can see where

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the meshes connect, and the shine looks inaccurate

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Subject: Re: new wf model

Posted by [Reaver11](#) on Sun, 06 Sep 2009 23:06:51 GMT

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Thing is I like it as a piece of art its welldone.

But it kinda doesnt like a wf anymore

Yet again a goodjob!

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Subject: Re: new wf model

Posted by [Gen\\_Blacky](#) on Mon, 07 Sep 2009 00:01:41 GMT

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Yea the reflection looks bad. try welding the verticies so the reflection does the whole thing instead of each polygon.

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Subject: Re: new wf model

Posted by [slosha](#) on Mon, 07 Sep 2009 01:05:34 GMT

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Nice, but you should make it with the least amount of metal panels as possible. It doesn't look very good with a hundred different shiny panels.

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Subject: Re: new wf model

Posted by [Dreganius](#) on Tue, 08 Sep 2009 04:30:36 GMT

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I think you should remake it with the advice above, then I'll applaud you massively.

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Subject: Re: new wf model

Posted by [JeepRubi](#) on Wed, 09 Sep 2009 15:52:45 GMT

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Fugly and a half.

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Subject: Re: new wf model

Posted by [Sir Kane](#) on Fri, 11 Sep 2009 11:45:03 GMT

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What the fuck are you people doing to Renegade? It's getting worse and worse every single day.

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Subject: Re: new wf model

Posted by [GEORGE ZIMMER](#) on Fri, 11 Sep 2009 20:13:04 GMT

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OVERLY REFLECTIVE DOES NOT EQUAL GOOD  
NEITHER DOES POORLY TILED TEXTURES

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Subject: Re: new wf model

Posted by [Gohax](#) on Sat, 12 Sep 2009 20:33:29 GMT

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Why do all the "good" ren modellers decide on adding this shine effect to their shit and then showing it off like it's good? I can tell you put some time into this, but that shine effect just kills it :/  
Also the tiles are really bad imo. Think you guys could learn from Di3 tbh. Only person I really see putting out good models and doesn't kill it with stupid, useless effects not even meant for this game.

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