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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [NeoX](#) on Tue, 05 Aug 2003 03:24:25 GMT

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Heres it finalized

After

Download Video Here

<http://modx.renevo.com/attachment.php?s=&postid=1685>

Before

I can't I can't ! lol il can unwrap it but I cant skin. I made some improvment ill post the pic and video in a bit. If Any one would like to help me by skinning it add me to ur msn  
neoxmatrix@hotmail.com

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [boma57](#) on Tue, 05 Aug 2003 04:23:59 GMT

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I made an Uzi as well which I may be releasing later, but it's an Uzi handgun, so it looks quite different.

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [Anubisz](#) on Tue, 05 Aug 2003 05:27:22 GMT

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It looks good so far.

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [Havoc 89](#) on Thu, 07 Aug 2003 03:32:46 GMT

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nice....

when u mentioned weapon pack i started to cry...

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last year i released a weapon pack it had all of my most kick ass weapon models i think there were 12 weapons. now i cannot find anyone that still has it and i formated my pc about 20 times siences that day.

well nice UZI tho

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [Dante](#) on Thu, 07 Aug 2003 14:24:17 GMT

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i might have it havoc, btw, that thing is WAY too many poly's to put in a game for a gun, tone down on some of the modeling curvatures, and add a kick ass skin to it...

i can't tell everyone enough, the skin will make your model look higher detail then it really is, it is all about illusion.

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [Havoc 89](#) on Thu, 07 Aug 2003 19:59:18 GMT

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Dantei might have it havoc, btw, that thing is WAY too many poly's to put in a game for a gun, tone down on some of the modeling curvatures, and add a kick ass skin to it...

i can't tell everyone enough, the skin will make your model look higher detail then it really is, it is all about illusion.

REALLY!!! if u do can u send it to me? nlcrono@hotmail.com

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [maytridy](#) on Thu, 07 Aug 2003 21:06:23 GMT

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Quote:that thing is WAY too many poly's to put in a game for a gun

It's only 500 polys.....I though that was low.....

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [Dante](#) on Thu, 07 Aug 2003 21:20:08 GMT

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just remember, with the max renegade server capacity, you could have up to.... 127 of these

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buggers on your map. not including any AI that you would have running around with it, i know unlikely, but you must always remember that...

btw, not bad for only 500, figured it was more.

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )  
Posted by [Wild1](#) on Thu, 07 Aug 2003 22:33:33 GMT  
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Skin it! Skin it!

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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )  
Posted by [NeoX](#) on Fri, 08 Aug 2003 00:20:28 GMT  
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neoxmatrix@hotmail.com

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