
Subject: Makarov *Newer Render*
Posted by [Nodbugger](#) on Thu, 08 Jan 2004 03:46:37 GMT
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Subject: Makarov *Newer Render*
Posted by [Cpo64](#) on Thu, 08 Jan 2004 06:21:29 GMT
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Oooo

Subject: Makarov *Newer Render*
Posted by [Ferhago](#) on Sat, 10 Jan 2004 12:50:35 GMT
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Very pretty gun!

Subject: Makarov *Newer Render*
Posted by [OrcaPilot26](#) on Sat, 10 Jan 2004 15:56:29 GMT
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Anyone can model, it needs a texture.

Subject: Makarov *Newer Render*
Posted by [kawolsky](#) on Sat, 10 Jan 2004 16:36:43 GMT
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OrcaPilot26Anyone can model

I can`t...

Subject: Makarov *Newer Render*
Posted by [gendres](#) on Sat, 10 Jan 2004 18:46:36 GMT
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I can model spheres and cubes

Subject: Makarov *Newer Render*
Posted by [Deafwasp](#) on Sat, 10 Jan 2004 22:10:15 GMT
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OrcaPilot26Anyone can model, it needs a texture.

Yes anyone can model, but not everyone well. Some people can't even figure out how to line up two boxes...

Its a gun model, not bad either.

Subject: Makarov *Newer Render*
Posted by [kawolsky](#) on Sat, 10 Jan 2004 22:26:06 GMT
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gendresl can model spheres and cubes

so can i, im good at that...

Subject: Makarov *Newer Render*
Posted by [Try_lee](#) on Sat, 10 Jan 2004 23:22:00 GMT
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I made a teapot!!!

Looks pretty good, what's it being used for?

Subject: Makarov *Newer Render*
Posted by [Sir Phoenixx](#) on Sun, 11 Jan 2004 00:16:06 GMT
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It's alright. You modeled the ejection port on the wrong side of the gun. Also, you didn't need to model the bullets or that hole in the side of the magazine, that detail could have been done in the skin and you wouldn't have noticed the difference when you reload.

And the best model in the world is useless unless you can make a good skin for it.

Subject: Makarov *Newer Render*
Posted by [Nodbugger](#) on Sun, 11 Jan 2004 01:46:04 GMT
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Moderator Edit: I've warned you about quoting posts directly above yours before. Cut it out or

there will be consequences.

I noticed that i did that a long time ago. I just hoped noone would notice. And the magazine is just for show. And I could skin it if i wanted to. Im just lazy.

Subject: Makarov *Newer Render*
Posted by [Deafwasp](#) on Sun, 11 Jan 2004 05:01:57 GMT
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Moderator edit? Looks like Aircraftkillers work

Subject: Makarov *Newer Render*
Posted by [Nodbugger](#) on Sun, 11 Jan 2004 06:32:35 GMT
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NodbuggerModerator Edit: I've warned you about quoting posts directly above yours before. Cut it out or there will be consequences.

Fuck you!

Subject: Makarov *Newer Render*
Posted by [Sir Phoenixx](#) on Sun, 11 Jan 2004 13:22:55 GMT
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NodbuggerI noticed that i did that a long time ago. I just hoped noone would notice. And the magazine is just for show. And I could skin it if i wanted to. Im just lazy.

Completely by hand? Or copy/pasting from images of the real gun?

Subject: Makarov *Newer Render*
Posted by [Havoc 89](#) on Sun, 11 Jan 2004 17:42:01 GMT
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u just wasted a heck of lot of polys on the magazine. you should have just left the magazine without bullets inside or that hole in it. Just make a skin like Sir Pheonixx said.

Subject: Makarov *Newer Render*
Posted by [Nodbugger](#) on Sun, 11 Jan 2004 18:29:03 GMT
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Havoc 89u just wasted a heck of lot of polys on the magazine. you should have just left the magazine without bullets inside or that hole in it. Just make a skin like Sir Pheonixx said.

and did you read my post about that? Well no you didnt.

Subject: Makarov *Newer Render*

Posted by [Havoc 89](#) on Wed, 14 Jan 2004 21:37:26 GMT

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NodbuggerHavoc 89u just wasted a heck of lot of polys on the magazine. you should have just left the magazine without bullets inside or that hole in it. Just make a skin like Sir Pheonixx said.

and did you read my post about that? Well no you didnt.

alright, alright.... my fault, take a chill pill, calm down.
