
Subject: Cnc Warpath Models (Renders)
Posted by [JCOOL91](#) on Mon, 31 Mar 2003 01:33:36 GMT
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This is my first weapon for warpath
Hope i dont get flamed. LOL More to come soon!

Subject: Cnc Warpath Models (Renders)
Posted by [Sir Phoenixx](#) on Mon, 31 Mar 2003 02:36:44 GMT
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It looks like a luger, but it could use alot more detail.

And check the number of sides on your barrel. By the looks of it, it looks like you just used the default number of sides (18)...

(8 sides is great for a barrel)

Subject: Cnc Warpath Models (Renders)
Posted by [JCOOL91](#) on Mon, 31 Mar 2003 02:57:53 GMT
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Acctally i use 8 side for barrel its just the smothing effects ill add more detail

Subject: Cnc Warpath Models (Renders)
Posted by [JCOOL91](#) on Mon, 31 Mar 2003 03:03:55 GMT
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As for details wut would you like to see????

Subject: Cnc Warpath Models (Renders)
Posted by [Havoc 89](#) on Mon, 31 Mar 2003 03:45:07 GMT
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dont add detail to the model... 5% of detail is the model and 95% is the texture

Subject: Cnc Warpath Models (Renders)
Posted by [laeubi](#) on Mon, 31 Mar 2003 08:31:09 GMT
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Thats true.

Make aa nice louting terxture because you will not see the detail in the model ingame, because the wepons are very small ingame.

Subject: Cnc Warpath Models (Renders)

Posted by [Sir Phoenixx](#) on Mon, 31 Mar 2003 13:41:57 GMT

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Havoc 89dont add detail to the model... 5% of detail is the model and 95% is the texture

That's bullshit...

That gun is just a simple box with a few segments. There's very little detail there. It could use quite alot more detail in there.

Subject: Cnc Warpath Models (Renders)

Posted by [Havoc 89](#) on Mon, 31 Mar 2003 16:33:54 GMT

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trust me... when you add extreamly good texture... the gun will look amazing... trust me i have done it before with my HK MP5K model.

Subject: Cnc Warpath Models (Renders)

Posted by [Rich\[HN\]](#) on Mon, 31 Mar 2003 16:37:09 GMT

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Thats a good gun with texture! This mod will rule the world *i think :biggrin:

Subject: Cnc Warpath Models (Renders)

Posted by [Halo38](#) on Mon, 31 Mar 2003 17:14:30 GMT

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:thumbsup:

Subject: Re: Cnc Warpath Models (Renders)

Posted by [Sir Phoenixx](#) on Mon, 31 Mar 2003 22:50:13 GMT

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Your model:

The real deal:

There is ALOT of detail that could be put on that model before the skin is done. And there is no way you could put a skin on that model as it is currently, and have it look anywhere near as good as it would if it the model had more detail. That's what I'd expect from a first model, but not as a model that will be put into a mod, it needs ALOT more work and time.

Subject: Cnc Warpath Models (Renders)
Posted by [JCOOL91](#) on Mon, 31 Mar 2003 22:59:15 GMT
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I think you are right! THis model was never meant te be in the mod it was nearly a test or first model of the weapon thanks for advice i will put out more detail in the final model!!!

Subject: Re: Cnc Warpath Models (Renders)
Posted by [Havoc 89](#) on Tue, 01 Apr 2003 02:17:25 GMT
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Sir Phoenixx

There is ALOT of detail that could be put on that model before the skin is done. And there is no way you could put a skin on that model as it is currently, and have it look anywhere near as good as it would if it the model had more detail. That's what I'd expect from a first model, but not as a model that will be put into a mod, it needs ALOT more work and time.

Hey... ur right... well i havnt seen a pic of the pistol.

Subject: Cnc Warpath Models (Renders)
Posted by [laeubi](#) on Tue, 01 Apr 2003 05:59:32 GMT
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Yeah it can be added some details, but belive me you would not notice them ingame.

Remeber e.g. the remote C4 What details have this wepon? its just a box, but the texture does the rest.

Subject: Cnc Warpath Models (Renders)
Posted by [Sir Phoenixx](#) on Tue, 01 Apr 2003 13:43:57 GMT
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LaeubiYeah it can be added some details, but believe me you would not notice them ingame.

Remember e.g. the remote C4 What details have this weapon? It's just a box, but the texture does the rest.

Well, maybe, that's because it's meant to be just a box? Duh? It's just a block of c4, it's supposed to be just a box.

Subject: Cnc Warpath Models (Renders)
Posted by [spreegem](#) on Tue, 01 Apr 2003 23:54:20 GMT
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Definitely needs WAY MORE DETAIL AND A BETTER TEXTURE TO LOOK LIKE THE REAL ONE

Subject: Cnc Warpath Models (Renders)
Posted by [CNCWarpath](#) on Thu, 10 Apr 2003 21:55:05 GMT
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What do you think you're doing, I never asked you to model for Warpath you're not on Warpaths staff list at <http://cncwarpath.co.uk>, you just make posts about renders for Warpath, I manage this mod and I have not a clue where this came from, 2ndly we already have a luger made and it's much better than that

Subject: Cnc Warpath Models (Renders)
Posted by [Nodbugger](#) on Thu, 10 Apr 2003 22:37:21 GMT
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CNCWarpath What do you think you're doing, I never asked you to model for Warpath you're not on Warpaths staff list at <http://cncwarpath.co.uk>, you just make posts about renders for Warpath, I manage this mod and I have not a clue where this came from, 2ndly we already have a luger made and it's much better than that

I'd check with the person who made your weapons. The textures look oddly familiar....

Subject: Cnc Warpath Models (Renders)
Posted by [CNCWarpath](#) on Thu, 10 Apr 2003 22:40:56 GMT
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Shame WW2 Guns looked the same isn't it

Subject: Cnc Warpath Models (Renders)

Posted by [Nodbugger](#) on Thu, 10 Apr 2003 23:11:26 GMT

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CNCWarpathShame WW2 Guns looked the same isnt it

Its a shame im mostly suspicious about the BAR skin. Looks ver similar to either mohaa or DoD.. It seems ive been pretty goos at this. ive played enough games and seem enough models i can spot a fake any where.

Subject: Cnc Warpath Models (Renders)

Posted by [CNCWarpath](#) on Fri, 11 Apr 2003 08:27:17 GMT

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Their not fake, im not the weapons modeller, im not going to be a fool, i will do the manly thing and make new skins and new models, its not my fault if u know RAF he gave me them
