
Subject: Scrin

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am trying to make a map called C&C_INF_ScrinIts my own "Infiltration Mode" map.(that one you infiltrate a nod base and the one where you infiltrate a gdi base is called C&C_INF_ClubSix - You have to leave your chopper or whatever, infiltrate the base, retrieve a object and make it back to the chopper)I have talked about this mode before, and with the help of the CTF scripts, properly modified of course, This mode is possible. Now, I have a model of a actual Scrin alien, And I need someone to skin it. As I can texture but have no clue on how to skin new models.here is the model:<http://www.n00bstories.com/image.fetch.php?id=1282871763><http://www.n00bstories.com/image.fetch.php?id=1762970392><http://www.n00bstories.com/image.fetch.php?id=2063902502>If you can skin at all or have a skinning tutorial that shows how to skin a new model, please e-mail me at Deafwasp@yahoo.com [January 17, 2003, 13:28: Message edited by: DeafWasp]
