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Subject: Renegade: A New Hope Update

Posted by [Sir Phoenixx](#) on Mon, 12 Jul 2004 12:40:06 GMT

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It looks "cheaply" modeled... There's not that much detail in the model, cylindrical objects that are closer to the camera and or larger should be made with more sides, instead of it being 8 sided, it should be something like 12 sides, or you can just make the ends 12 sided, and make them connect to the 8 sided middle. You're also missing a lot of detail on the gun, like the dial(s) on the side of the scope, and the two columns that hold up the scope are supposed to go all the way around the scope. The little cylindrical object just below the scope is supposed to stop just before the part below it gets wider, instead of going all the way to the end. It needs a magazine receiver, right now it just looks like it goes straight into the gun itself. Also, the grip looks way too thin.

The texture also needs a lot more detail, right now it's very plain, like scratches/weathering/etc. and other little details like the mode selection switch that's supposed to be on the top of the grip...

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