
Subject: Robocop's Pistol

Posted by [PermaGrin](#) on Thu, 15 Jul 2004 15:37:56 GMT

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I thought it would be neat to model Robocop's pistol. So I did. About four hours and 1184 polys later I got this....

I know it does not have a texture. I suck at texturing but on this model I really want to try and make it look the best I can. Before I unwrap and texture, I just thought I would show you guys and maybe get some feedback on the model itself. If you have any advice/tips for when I unwrap and texture, please share.

I dont really have plans for it. I would like to replace the pistol on Ren for personal enjoyment. Yet, I not sure how long it would take to get it approved for RenGuard.
