
Subject: My Models So Far.....

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 00:36:13 GMT

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JCOOL91M249 Saw is not for the mod The springfield id for it and it done a skin will give us all the detail it needs not bashing you but didnt you onece say skins can bring out alot of detail??? and in your models i dont see much detail on ur weapons i mean Just asking.

The skin can show alot of the details, but that's not a reason to be stingy on the model.

The FN M249 SAW that I made for a Quake 3 mod some time ago:

That there is around 1100 polygons. I did all of the larger details, like the roundness of the fore grip, the butt, etc.. But I left all of the smaller details out for the skin.

Actually, the Shock Rifle for example has more detail then what the original did. I used the sidebar icon to model it from, in that pic it's only a stick with a box and grip on it.
