
Subject: Re: Renhelp.net - Contribute your models!
Posted by [Blazea58](#) on Thu, 14 Sep 2006 02:25:04 GMT
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Well i have a ton of stuff which is either textured or untextured in terms of maps/models that were never completed.

I also have around 1000 textures which i have either made myself, or taken real images and turned them into seamless textures.

The real problem is the uploading. My gmax folder runs at a whopping 18.0 GB and has 16,227 files within. There is alot of copies and backups throughtout that in terms of gmax files.

Either way though , everything i have made for roleplay 2 is public, i can even throw up the gmax/textures if anyone wants to take some buildings/textures or whatever to create other maps from.

Here is 13 textures i made using Mayang.com's images.
<http://www.megaupload.com/?d=4NAPAWO1>
(preview of just one as it was for 2048 sqaure)

If anyone wants the 2048x2048 seamless set of these ill upload them also, i just know nobody would use over 1024 in ren lol.

Here is some random things i either never finished/gave up on/ just got bored of.

And ill try and get some of my other stuff uploaded as well in the meantime.
