
Subject: Re: Texture advise, what do you think,
Posted by [jamiejrg](#) on Thu, 28 Jun 2007 16:48:44 GMT
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Ok, here is the low-down. I have done all I can do for this model. I am putting it up, with the texture and model in 3ds format so people with both gmax and 3ds max can tinker. I am going away for a few days so I won't be able to give feed back on what you guys do. When i get back i'll look at what you guys have created. From there i'll follow through by rigging and boning this weapon to be put in game.

edit feel free to use this thread as your preview thread as well.

New features: I finished the tsuba. I went with a carved marble and add floral designs featuring an orchid as the focal point. Very traditional

Screens

File:

File Attachments

1) [katanaV2.rar](#), downloaded 37 times
