
Subject: WIP: Tiberium Sun Infantry

Posted by [Spartnll](#) on Mon, 30 Jun 2003 16:56:50 GMT

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sighs i wonder if i should ask to get this topic closed, because most of it is flame now anyway.....

ANYWAY!!!!!!..For those of you who are trying to keep it on topic (like Gendres, maytridy, Slayer, and Joey-Y =OD, i REALLY appreciate it guys!)

Well the NOD soldier took about, i think 2 days to do (not straight, just a few hours each day) and the GDI soldier took 2 also. The NOD Engineer took about 3 hours becuase i had no idea how he should look, and only came up with a pack and breifcase :rolleyes: :rolleyes: And the Disk Thrower like 30 minutes =OD

I also have to make the GDI Engineer and Jump Jet, and also make the Disk Thrower Projectile, and try and make the NOD Rocket Soldier look different.

If anyone has any idea how some of these guys should look, i would really appreciate some comments or concepts or anything

Also my friend and co leader in my mod for BF1942 is uvwmapping the NOD soldier, if im lucky, he will uvwmap the GDI soldiers and stuff also, and ill give the SDK out to the people at polycount, and see what they come up with =O)
