
Subject: Re: WIP: Tiberium Sun Infantry
Posted by [Captkurt](#) on Mon, 30 Jun 2003 17:52:00 GMT
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SpartnIIFirst, these models aren't for a mod or anything, i just got bored one day and started modeling them, but i am considering making a TS mod for BF1942 if im aloud to. Anyway, tel me what you guys think about it, good or bad, just don't insult them :rolleyes:

NOD-Rifleman

<http://www.aeolusmod.com/~spartnii/NOD-RM.jpg>

NOD-Engineer

<http://www.aeolusmod.com/~spartnii/NOD-ENG.jpg>

GDI-Rifleman

<http://www.aeolusmod.com/~spartnii/GDI-RM.jpg>

GDI-Disk Thrower

<http://www.aeolusmod.com/~spartnii/GDI-DT.jpg>

I also have a rocket soldier for NOD but i dunno how he should look or anything, so for the moment he looks like the NOD rifleman, but i did make a Rocket Launcher and missile

<http://www.aeolusmod.com/~spartnii/NOD-W-RL.jpg>

and i used these for concepts

<http://www.aeolusmod.com/~spartnii/NODBackground2.jpg>

<http://www.aeolusmod.com/~spartnii/GDIBackground2.jpg>

Let me know what you all think about them =O)

What program did you use to make these very nice models?
