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Subject: Re: My first weapons model

Posted by [Sir Phoenixx](#) on Mon, 21 Jul 2003 01:48:21 GMT

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But this is my first attempt at modeling weapons, so maybe the next one will be more useful. I know there not textured but enjoy;

It's alright for a first weapon. As far as I can tell from the screenshots, the grip, magazine, iron sights and most of the objects around the barrel could use ALOT of work. Also, about that recessed area on the side of the rifle: It isn't recessed, that's the mode selection switch. And, on the fore grip, those holes go all the way through, and are alot smaller than what you cut out of the fore grip. You're also missing the magazine release switch that is supposed to be between the trigger guard and the magazine.

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