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Subject: Re: Modeling tutorial

Posted by [Oblivion165](#) on Fri, 24 Oct 2008 23:17:09 GMT

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I would start with the Beta light tanks since it has the barrel already to one side.

From there i would attach the top body of the tank and the barrel parts, add the symmetry modifier ~ convert to poly ~ detach the parts that are needed to move again ~ bingo! Dino DNA.

Download

[http://www.Oblivioninteractive.com/files/NodLight\\_dualbarrel.max](http://www.Oblivioninteractive.com/files/NodLight_dualbarrel.max)

I would help you from there but I don't have Renegade installed etc.

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