
Subject: Beta gunmodles / need texturing help

Posted by [Reaver11](#) on Thu, 11 Dec 2008 15:45:55 GMT

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I have started remaking all sorts of stuff from beta pictures. At the moment I'm remodeling guns. I don't have any difficulties modeling the models. (of course hints and tips are welcome)

I will explain you what I'm doing atm.

Above here you see an old version of the 500 sniper. I know this one has already been remade. (by jamiERG the download is on gamemaps) Only that one missed some essential details plus the texture is horrible. My modeling skills are ok but my texturing / uvw unwrap skills are horrible. (atm I fail to unwrap a cube but im learning xD)

After measuring with a measurethingy and pencil I started modeling it. The rifle you saw on the renderd most above screen I remade it in renx. The basic shape was easy only now I need to improve the model as it is very low on polys. It doesnt look that bad ingame though. (These ingame screenies are from an older version atm)[Dont look at the gunhands I didnt work on those yet]

Also I want to patch up the sniper rifles old scope only I dont know anything about it this is the latest one (I dont really know anything about making alpha channeled textures) ->

Below here is the beta chemsprayer I was working on as for the modeling goes the most is finished. (I still need to combine parts to make one big mesh)

This is the progress on the beta rocketlauncher. I have just started with modeling it. This one is going to be shoulder mounted. (The old rocketlauncher had some kind of bracket that was going of the shoulder)

To make a long story short.

I need someone to help me out on texturing the models.

Also atm I suck at making uvw unwraps.

If you have any ideas of giving some of the models more polys to make it look less cube shaped please send them

Also if you have any good pictures of the side of beta guns please post them. (At the moment I only have the ones from cnc source gallery, Silenced pistol, m203, m16, sniperrifle, chemsprayer)

After the guns are rigged I will use them in my nitro mod.
BUT! I will also release them so you can use them as skin replacement.

Only problem is I really need help with these
