
Subject: Skulls!

Posted by [Deafwasp](#) on Wed, 06 Aug 2003 22:59:17 GMT

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They are not hard to make. And they are just a number of props I have made for Renegade maps.

But I dont see why you cant use em. Just make sure to credit me. I am also working on some statues and things. You don't see to many statues in renegade. Prolly cause most peeps who have made maps suck at modeling.

It is zipped with the skulls texture. I didn't skin it, just textured it. It uses the wet dirt, textures in renegade but I included the skull tga texture in case.

I guess I could get a CTF map set in a graveyard going, I think I will do that.
So don't do the same thing.

[Http://Hive-cpn.com/downloads/dwsp_Skulls.zip](http://Hive-cpn.com/downloads/dwsp_Skulls.zip)
