
Subject: Re: [Model Replacement] Claymore Mine
Posted by [slosha](#) on Fri, 26 Jun 2009 02:52:24 GMT
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Dreganius wrote on Thu, 25 June 2009 21:42Not bad. I think it's too curvy, currently, and the texture could be better, but it's coming along nicely, good job

Here's a nice reference image from BF2

<http://img234.imageshack.us/img234/7653/usclaymore1je.jpg>

if i had cs4 i could totally make that... i hear you can paint right onto models
