
Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Tue, 28 Jun 2005 21:52:32 GMT
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I've just finished texturing the latest and final character model for Renegade: A New Hope, AKA SWMod. This is the Rebel Trooper. He is the spawn infantry for Rebel players in our mod. He was modeled by Puckducker, and textured by Puckducker and myself. This model replaces and older version which had numerous mesh errors around the joints.

Check out <http://www.SWMOD.com> for more information on this TC mod for Renegade.

Subject: Re: Renegade: A New Hope Update
Posted by [Chronojam](#) on Tue, 28 Jun 2005 22:48:31 GMT
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Looks a lot better than the old one, really sharp work. I can't wait for a release.

I'm curious, will it be called Navy Trooper or Rebel Trooper in-game?

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Tue, 28 Jun 2005 23:05:20 GMT
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I set it all up as Navy Trooper.

Subject: Re: Renegade: A New Hope Update
Posted by [M1Garand8](#) on Tue, 28 Jun 2005 23:19:38 GMT
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Looks nice but the why the rebel has such a huge helmet?

Subject: Re: Renegade: A New Hope Update
Posted by [SuperFlyingEngi](#) on Wed, 29 Jun 2005 03:04:38 GMT
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Cool.

Subject: Re: Renegade: A New Hope Update

Posted by [Lijitsu](#) on Wed, 29 Jun 2005 06:04:06 GMT

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Good job. I look forward to the release of the mod as well. Gonna be fun to play as the Empire!

Subject: Re: Renegade: A New Hope Update

Posted by [bigwig992](#) on Wed, 29 Jun 2005 16:52:37 GMT

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I admire that you've guys have stuck with this mod on the same engine for a very long time. Can't wait for a release.
