
Subject: M1 Sniper rifle model rev.
Posted by [Anonymous](#) on Wed, 27 Nov 2002 14:36:00 GMT
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Ok I was getting bored so I decided to try to fix up my old M1 sniper rifle. I put maybe about 3 hours into it, and managed to cut the huge poly count by more then half from 2500 to 970. I think it looks nicer aswell. Like all the other times I posted I'm posting to see what people think . Its here -----> M1

Subject: M1 Sniper rifle model rev.
Posted by [Anonymous](#) on Wed, 27 Nov 2002 15:35:00 GMT
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nice, however it just doesnt look like it would fit ingame, dunno why but it has some kind of problem that would make it look bad ingame, most likely the wood texture

Subject: M1 Sniper rifle model rev.
Posted by [Anonymous](#) on Wed, 27 Nov 2002 16:01:00 GMT
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Yeah I noticed this to its the fact that its a realy old gun. Plus I ended up giving it a more modern looking scope which doesn't help much . [November 27, 2002, 16:02: Message edited by: Mpbgw]

Subject: M1 Sniper rifle model rev.
Posted by [Anonymous](#) on Wed, 27 Nov 2002 16:30:00 GMT
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Well I just fixed up the scope color and type of wood. I think it looks slightly better now by the way its at the bottom of the page. M1

Subject: M1 Sniper rifle model rev.
Posted by [Anonymous](#) on Wed, 27 Nov 2002 20:38:00 GMT
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looks better, stick it ingame and get some screenies up

Subject: M1 Sniper rifle model rev.
Posted by [Anonymous](#) on Wed, 27 Nov 2002 22:11:00 GMT
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be a neat model replacement

Subject: M1 Sniper rifle model rev.

Posted by [Anonymous](#) on Thu, 28 Nov 2002 05:32:00 GMT

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Thats the prob I don't know how to stick it ingame . I have been asking around about how to put my models ingame, but I'm always told to look back in forum for a tutorial. I have looked back several times, and I haven't found any . In fact all I have found is people asking about tutorials and not getting responses .

Subject: M1 Sniper rifle model rev.

Posted by [Anonymous](#) on Thu, 28 Nov 2002 06:27:00 GMT

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its a musket!
