
Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Wed, 04 Dec 2002 23:56:00 GMT

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could some1 make me a alligator model, possibly with vehicle bones so I can animate it by having it follow a waypath with PDS_Test_Waypath script.he would be about 3 meters long. I dont have time to learn vehicle models, working on new map. the Gator would make it cool.PM me if You can help. Thanks.and oh yeah, K4N3 L1V3S!

Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Thu, 05 Dec 2002 10:29:00 GMT

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no takers? too bad.

Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Thu, 05 Dec 2002 10:50:00 GMT

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Don't look at me

Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Thu, 05 Dec 2002 10:57:00 GMT

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I can make one for you, but don't expect the perfekt one.

Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Thu, 05 Dec 2002 10:57:00 GMT

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go to 3DCafe<http://www.3dcafe.com>they have an aligator already made.....just scale it and bone it yourself It'll save you a lot of time.Just dont forget to give them credit.Eric. [December 05, 2002, 10:57: Message edited by: SGT.May]

Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Thu, 05 Dec 2002 11:02:00 GMT

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ummm.....the one at 3dcafe isnt there anymore....srryif all else fails source the net from ultimate

3D links site....i'm sure you can find it on one of those sites.<http://www.3dlinks.com/index.cfm>Eric.

Subject: need a vehicle modeled.....

Posted by [Anonymous](#) on Sat, 07 Dec 2002 07:57:00 GMT

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I grabbed the Croc 3ds one. I will see if That will work.
