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Subject: Anybody want me?

Posted by [kooljason](#) on Mon, 24 Jul 2006 12:25:42 GMT

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hey, does anybody need a modeller for a total conversion or somethink cos i have loads of free time nowadays and i feel like doing somethink worth doing instead of random stuff. I've been using 3ds max for about 4 years now and i know i could make alot of really interesting and cool stuff if i had a cause ( rather than me messing around )

so if anyone is involved in a total conversion or anything and would be interested in me then gimme a shout.

\*edit\*

i'll see if i can get some pics of stuff i've made

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Subject: Re: Anybody want me?

Posted by [YSLMuffins](#) on Mon, 24 Jul 2006 20:48:16 GMT

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Definitely post pictures of your work. You don't think you'd get hired without a résumé do you?

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Subject: Re: Anybody want me?

Posted by [kooljason](#) on Mon, 24 Jul 2006 22:14:44 GMT

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eh okay i just quickly made this.. its quite bad but o well i shall make some more when im not as tired...

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Subject: Re: Anybody want me?

Posted by [Aprime](#) on Mon, 24 Jul 2006 23:33:35 GMT

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Quote:Anybody want me?

omg rofl

(self-explanative, I believe)

As for the work: well, I can't make anything other than teapots in Gmax or anything alike, so yeah,

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it looks good to me, but it isn't amazing.

Moar.  
(don't you have a portfolio?)

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Subject: Re: Anybody want me?  
Posted by [LR01](#) on Tue, 25 Jul 2006 08:46:27 GMT  
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yes, isn't amazing but he sad he was tired so there might better stuff, and I can't make great thing either

and by the way, didn't you see this, ore isn't it interesting?  
<http://www.renegadeforums.com/index.php?t=msg&th=20476&a mp;start=0&rid=20921>

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Subject: Re: Anybody want me?  
Posted by [jnz](#) on Tue, 25 Jul 2006 09:41:38 GMT  
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how the hell did you do that in gmax/(like gmax)

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Subject: Re: Anybody want me?  
Posted by [jnz](#) on Tue, 25 Jul 2006 10:36:24 GMT  
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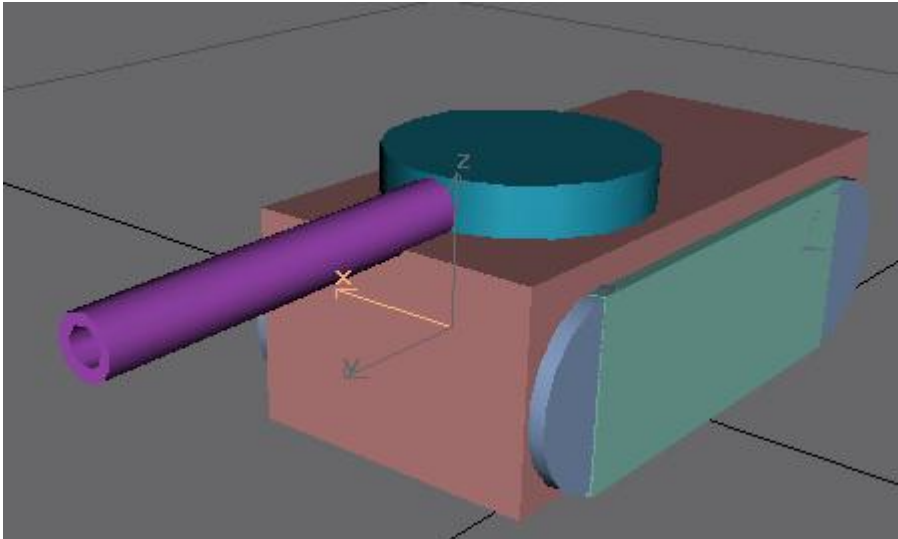
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here is my feeble atempt in making one:

### File Attachments

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1) [tank.JPG](#), downloaded 483 times



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Subject: Re: Anybody want me?  
Posted by [Zion](#) on Tue, 25 Jul 2006 10:49:53 GMT  
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That tank was done in 3dsmax using it's renderer to take the picture.

Oh, and, Help-Linux, i would recommend leaving the modelling to the ones who do it best. hehe

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Subject: Re: Anybody want me?  
Posted by [jnz](#) on Tue, 25 Jul 2006 10:58:42 GMT  
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lol. i don't know how you do them so fast and good. but yea you know what i mean, i am crap.

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Subject: Re: Anybody want me?  
Posted by [JeepRubi](#) on Tue, 25 Jul 2006 13:08:22 GMT  
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You might want to try converting some of your shapes to editable mesh so they are not all seperate peices and just regualr peaces.

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Subject: Re: Anybody want me?  
Posted by [Sn1per74\\*](#) on Tue, 25 Jul 2006 13:36:08 GMT  
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Yours is almost as bad as mine would be linux! LOL. But I'm getting help to learn modelling!

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Subject: Re: Anybody want me?

Posted by [RTsa](#) on Tue, 25 Jul 2006 17:06:05 GMT

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kooljason, I recommend asking the APB and Reborn teams if they need/want help.

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Subject: Re: Anybody want me?

Posted by [Dave Mason](#) on Tue, 25 Jul 2006 18:55:52 GMT

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I can place a box....

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Subject: Re: Anybody want me?

Posted by [PlastoJoe](#) on Wed, 26 Jul 2006 04:55:46 GMT

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Don't forget that there are a couple mod teams/potential teams advertising for support. They're not huge, obviously, but I'm sure they'd appreciate any help they can get.

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Subject: Re: Anybody want me?

Posted by [OWA](#) on Thu, 27 Jul 2006 16:20:54 GMT

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<http://www.apocrising.blazemods.com>

if you are interested in signing up for a total conversion mod of Renegade to RA2. We have a lot of assets but we still need all the help we can get. Come scope us out.

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Subject: Re: Anybody want me?

Posted by [PaRaDoX](#) on Fri, 28 Jul 2006 11:39:25 GMT

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I need a Modeler

<http://www.3dm3.com/tutorials/vaz/index.php>

Follow that one and show me what you end up with here

{make a new topic}

<http://www.renegade-help.com/forums/index.php?s=d96272c1f3fb1ecbe31c1d7f4e128aa0&showforum=25>

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