
Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:27:00 GMT

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Here is my latest model, I am not fully sure what it is, but please post any comments/suggestion.

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:42:00 GMT

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Whoa thats tight I dont know what it is either... it could be a Government Cyborg! or some type of Governmental Project !

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 15:59:00 GMT

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Sweet.

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 16:03:00 GMT

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AHHHHHHHHHHHHHH he has no hands.....AHHHHHHHHHHHHHHHH

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 18:04:00 GMT

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cool... yeah no hands lol... hey it looks like some sort of a tiberium zombi to me.

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 19:55:00 GMT

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looks like the monster from signs

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 19:57:00 GMT

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i mean alien from movie signs

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 20:32:00 GMT

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i mean alien from movie signs

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 20:51:00 GMT

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ooh, can I mash him up a bit and use him as a Tleilaxu contaminator in my Renegade Battle for Dune mod?

Subject: My Latest model...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 22:44:00 GMT

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I know, one of the dudes (fire or ice) from Mortal Combat... "GET OVER HERE!" Looks cool!

Subject: My Latest model...

Posted by [Anonymous](#) on Thu, 16 Jan 2003 01:19:00 GMT

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Here is the version with hands, please give any comments, or e-mail me if you want it.

Subject: My Latest model...

Posted by [Anonymous](#) on Thu, 16 Jan 2003 04:09:00 GMT

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Can I Have it in .gmax? Plz, Email Below. [January 16, 2003, 04:21: Message edited by: psycoarmy]

Subject: My Latest model...

Posted by [Anonymous](#) on Thu, 16 Jan 2003 06:31:00 GMT

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the question is, how many polygons is it?

Subject: My Latest model...

Posted by [Anonymous](#) on Thu, 16 Jan 2003 07:55:00 GMT

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Here is the final model apart from the texture, it's around 750 polygons, I tried to get it into renegade but when I link it to the wwskin it turns upside down so I can't link it properly.

Subject: My Latest model...

Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:05:00 GMT

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Thanks for the replies. It isn't finished yet but when it has hands I'll let anyone who wants it have it, please tell me what format you would like it in. E-mail me at jakevr@hotmail.com

Subject: My Latest model...

Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:25:00 GMT

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you gonna pose him, and bone him? looks sweet though

Subject: My Latest model...

Posted by [Anonymous](#) on Fri, 17 Jan 2003 00:02:00 GMT

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Now it looks like a type of "Bigfoot" heh nice job tho... Did you base it on anything?

Subject: My Latest model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 00:24:00 GMT

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It was slightly based on the mutants from renegade, and one of Caroline Delen's model which you can see here. I've converted it to gmax but I'm having a lot of trouble setting it up, but if you want it please e-mail and I'll send it to you.
