
Subject: [model]Beta Sniper Release. :D
Posted by [jamiejrg](#) on Sun, 01 Apr 2007 16:33:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alright gents,

I have lost all interest in this mod so I'm releasing it as is. It's rigged, the animations look fine, it's all here.

File Attachments

1) [beta_snipe.zip](#), downloaded 212 times

Subject: Re: Beta Sniper Release. :D
Posted by [Canadacdn](#) on Sun, 01 Apr 2007 16:44:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool. Good job, although it's a shame you couldn't get a clearer texture.

Subject: Re: Beta Sniper Release. :D
Posted by [Viking](#) on Sun, 01 Apr 2007 16:44:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Needs work but it looks acceptable.

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Sun, 01 Apr 2007 17:25:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

ya, textures are my downfall.

Subject: Re: Beta Sniper Release. :D
Posted by [Dihylopas](#) on Sun, 01 Apr 2007 21:02:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renguard doesn't like it.

[00:00] Unauthorized file data\fm_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip_b.W3D has been found in your renegade directory

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Sun, 01 Apr 2007 22:09:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dihylopas wrote on Sun, 01 April 2007 16:02Renguard doesn't like it.

[00:00] Unauthorized file data\fm_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip_b.W3D has been found in your renegade directory
atleast after 4 years!!!! ty man :PPP but there little misstake in first person have not see orange
hud maybe you can little fix it pls?
also need small fix others

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Mon, 02 Apr 2007 04:39:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dihylopas wrote on Sun, 01 April 2007 16:02Renguard doesn't like it.

[00:00] Unauthorized file data\fm_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip_b.W3D has been found in your renegade directory

Obviously renguad doesn't like it. Renguard hates all models.

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Mon, 02 Apr 2007 06:44:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Sun, 01 April 2007 23:39Dihylopas wrote on Sun, 01 April 2007 16:02Renguard doesn't like it.

[00:00] Unauthorized file data\fm_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip.W3D has been found in your renegade directory
[00:00] Unauthorized file data\w_snip_b.W3D has been found in your renegade directory

Obviously renguad doesn't like it. Renguard hates all models.

its np you want continue work to fix things there?

Subject: Re: Beta Sniper Release. :D
Posted by [Cat998](#) on Mon, 02 Apr 2007 09:02:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

The textures are ugly and don't really fit

Subject: Re: Beta Sniper Release. :D
Posted by [Slave](#) on Mon, 02 Apr 2007 12:52:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm so glad you noticed.

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Mon, 02 Apr 2007 17:13:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

scope himself need made little bigger... i mean <---->
| |
<---->

Subject: Re: Beta Sniper Release. :D
Posted by [Slave](#) on Mon, 02 Apr 2007 19:55:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

The weapon is just fine. The hand position just needs adjustments. Currently it is using the settings from the normal sniper rifle, wich dont suit too well. However, this can't be done without creating a modpackage around it.

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Mon, 02 Apr 2007 20:40:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 02 April 2007 14:55The weapon is just fine. The hand position just needs adjustments. Currently it is using the settings from the normal sniper rifle, wich dont suit too well. However, this can't be done without creating a modpackage around it.

In what way do the settings for the sniper rifle not look good with this thing? And, as i said i lost interest in it so i didn't do any of the hand positions.

Subject: Re: Beta Sniper Release. :D

Posted by [Slave](#) on Mon, 02 Apr 2007 21:12:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

For me it doesn't really matter either. From what scrin was saying i assume he want's to have the orange hud inside the 1st person view. So i told making the gun wider ain't the solution. Also, pie.

Subject: Re: Beta Sniper Release. :D

Posted by [Scrin](#) on Tue, 03 Apr 2007 08:57:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 02 April 2007 16:12For me it doesn't really matter either. From what scrin was saying i assume he want's to have the orange hud inside the 1st person view. So i told making the gun wider ain't the solution. Also, pie.

i mean there little mistake with skinning...look my ss...

i think to fix it no need much time

part of orange hud...

Subject: Re: Beta Sniper Release. :D

Posted by [Zion](#) on Tue, 03 Apr 2007 19:37:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would look alot better in unwrapped, not just UV mapped.

Subject: Re: Beta Sniper Release. :D

Posted by [jamiejrg](#) on Wed, 04 Apr 2007 02:18:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

AHAHAH oh man that's funny. I did unwrap it, just did it planar. And me... being the lazy ass i am didn't even see the bottom of the scope. I'll see what i can do.

Subject: Re: Beta Sniper Release. :D

Posted by [Scrin](#) on Wed, 04 Apr 2007 07:00:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Tue, 03 April 2007 21:18AHAHAH oh man that's funny. I did unwrap it, just did it planar. And me... being the lazy ass i am didn't even see the bottom of the scope. I'll see what i can do.

cool

Subject: Re: Beta Sniper Release. :D
Posted by [Zion](#) on Wed, 04 Apr 2007 09:43:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

What, you done a planar map to the whole model?!

Take one side of it (exc the barrel) and unwrap each polygon with a planar map then weld the verts together on the unwrap (ones that go together will be blue when one is selected).

This is one of AR's unwraps and your unwrap should look similar.

All rights reserved, Apocalypse Rising Dev Team.

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Wed, 04 Apr 2007 14:17:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very Interesting! Well, i was thinking about it this morning, and i kind of owe you guys the work to make this thing good. So i'm going to try my best to make it better. Plus i get to try new techniques!

the texture still worries me, i think i'm going to have to scrap the old texture and make a new one. But i have very little PS skill. Maybe i'll ask my friend to help me.

I'll also work on the hand positions/anim.

I may need to ask a few small questions about reload anims specificaly. If anyone is good with them, shoot me a pm. and don't worry! I don't need details. I'll proly just ask little things like position etc.

Wish me luck!

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Wed, 04 Apr 2007 15:24:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Wed, 04 April 2007 09:17Very Interesting! Well, i was thinking about it this morning, and i kind of owe you guys the work to make this thing good. So i'm going to try my best to make it better. Plus i get to try new techniques!

the texture still worries me, i think i'm going to have to scrap the old texture and make a new one. But i have very little PS skill. Maybe i'll ask my friend to help me.

I'll also work on the hand positions/anim.

I may need to ask a few small questions about reload anims specificaly. If anyone is good with

them, shoot me a pm. and don't worry! I don't need details. I'll proly just ask little things like position etc.

Wish me luck!
great!

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Wed, 04 Apr 2007 23:31:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

JESUS! EVERY POLYGON! Why not just map it with a box then unwrap it and align the nodes in the unwrap edit.

BTW, how did you combine multiple uvw's on one map like that?

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Thu, 05 Apr 2007 00:05:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, edit ran out of time.

So at this point should i be dealing with just a sinlge mesh?

I'm fiddling right now and i feel like a total idoit lol.

Subject: Re: Beta Sniper Release. :D
Posted by [Zion](#) on Thu, 05 Apr 2007 11:41:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get streching. If you can't unwrap it, get someone else to.

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Thu, 05 Apr 2007 12:15:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Merovingian wrote on Thu, 05 April 2007 12:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get stretching. If you can't unwrap it, get someone else to.
what this unwrap say pls...maybe i can do somethink...

Subject: Re: Beta Sniper Release. :D
Posted by [Zion](#) on Thu, 05 Apr 2007 17:16:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Thu, 05 April 2007 13:15Merovingian wrote on Thu, 05 April 2007 12:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get stretching. If you can't unwrap it, get someone else to.
what this unwrap say pls...maybe i can do somethink...

What?

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Fri, 06 Apr 2007 16:28:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Merovingian wrote on Thu, 05 April 2007 06:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get stretching. If you can't unwrap it, get someone else to.

Yeah, thanks i understand that. I'm just unsure how exactly it was done in your screen shot.

To me, it looks like the person merged all the meshes and then box mapped and unwrapped it. Then they took all each poly and aligned them. Then Welded them. That seems like alot of work i just thought there might be an easier way to do it.

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Fri, 06 Apr 2007 16:37:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Fri, 06 April 2007 11:28Merovingian wrote on Thu, 05 April 2007 06:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get stretching. If you can't unwrap it, get someone else to.

Yeah, thanks i understand that. I'm just unsure how exactly it was done in your screen shot.

To me, it looks like the person merged all the meshes and then box mapped and unwrapped it. Then they took all each poly and aligned them. Then Welded them. That seems like alot of work i just thought there might be an easier way to do it.

so you will made rifle better?

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Fri, 06 Apr 2007 16:54:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, assuming i can learn how to texture better. I'll probably end up putting more deal into the model side and then during the texture.

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Fri, 06 Apr 2007 17:49:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok try this textures(lol maybe you already use it...)

File Attachments

1) [Beta E3 Sniper Rifle 1.jpg](#), downloaded 467 times



Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Fri, 06 Apr 2007 18:41:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, i'll try it.

Subject: Re: Beta Sniper Release. :D
Posted by [Gohan](#) on Wed, 18 Apr 2007 01:02:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just want to bring this topic back up. But, I have been waiting for a sniper model like this. When will it be released?

Subject: Re: Beta Sniper Release. :D
Posted by [AoBfrost](#) on Wed, 18 Apr 2007 02:12:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was released, but the thing is, the model isnt perfect like the original model was, this one seems more blocky, but very nice, i'm waiting for someone in other topics to make a highly detailed texture and model.

Subject: Re: Beta Sniper Release. :D
Posted by [Zion](#) on Wed, 18 Apr 2007 16:52:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Fri, 06 April 2007 17:28Merovingian wrote on Thu, 05 April 2007 06:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get stretching. If you can't unwrap it, get someone else to.

Yeah, thanks i understand that. I'm just unsure how exactly it was done in your screen shot.

To me, it looks like the person merged all the meshes and then box mapped and unwrapped it. Then they took all each poly and aligned them. Then Welded them. That seems like alot of work i just thought there might be an easier way to do it.

Yes, for a successful unwrap all mesh you want to unwrap needs to be one.

Each polygon is selected and given a planar unwrap, then positioned, scaled and welded to its 'next-door neighbour' verticies untill you open out the mesh.

If you print out the unwrap and cut it out you could actually make a paper/card model of what you modeled. Same way you make a card box.

If you want, i don't have much going, i can unwrap the final model for you. Add me to MSN

martynp1989(at)hotmail.co.uk and tell me what program you used to make this (i only have max or gmax).

Subject: Re: Beta Sniper Release. :D
Posted by [Gohan](#) on Wed, 18 Apr 2007 20:39:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought that he was re-making it? I got the first one still.

Subject: Re: Beta Sniper Release. :D
Posted by [jamiejrg](#) on Wed, 18 Apr 2007 21:44:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am, just off and on.

Subject: Re: Beta Sniper Release. :D
Posted by [Scrin](#) on Mon, 23 Apr 2007 21:56:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Wed, 18 April 2007 16:44I am, just off and on.
ok bump them...
