
Subject: My custom G36K

Posted by [Urimas](#) on Thu, 12 Jun 2008 17:35:34 GMT

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

ok i would like to know what you think of it I WANT FEEDBACK thank you (not bad since its my 1st ever model i made)

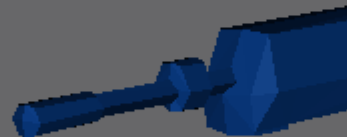
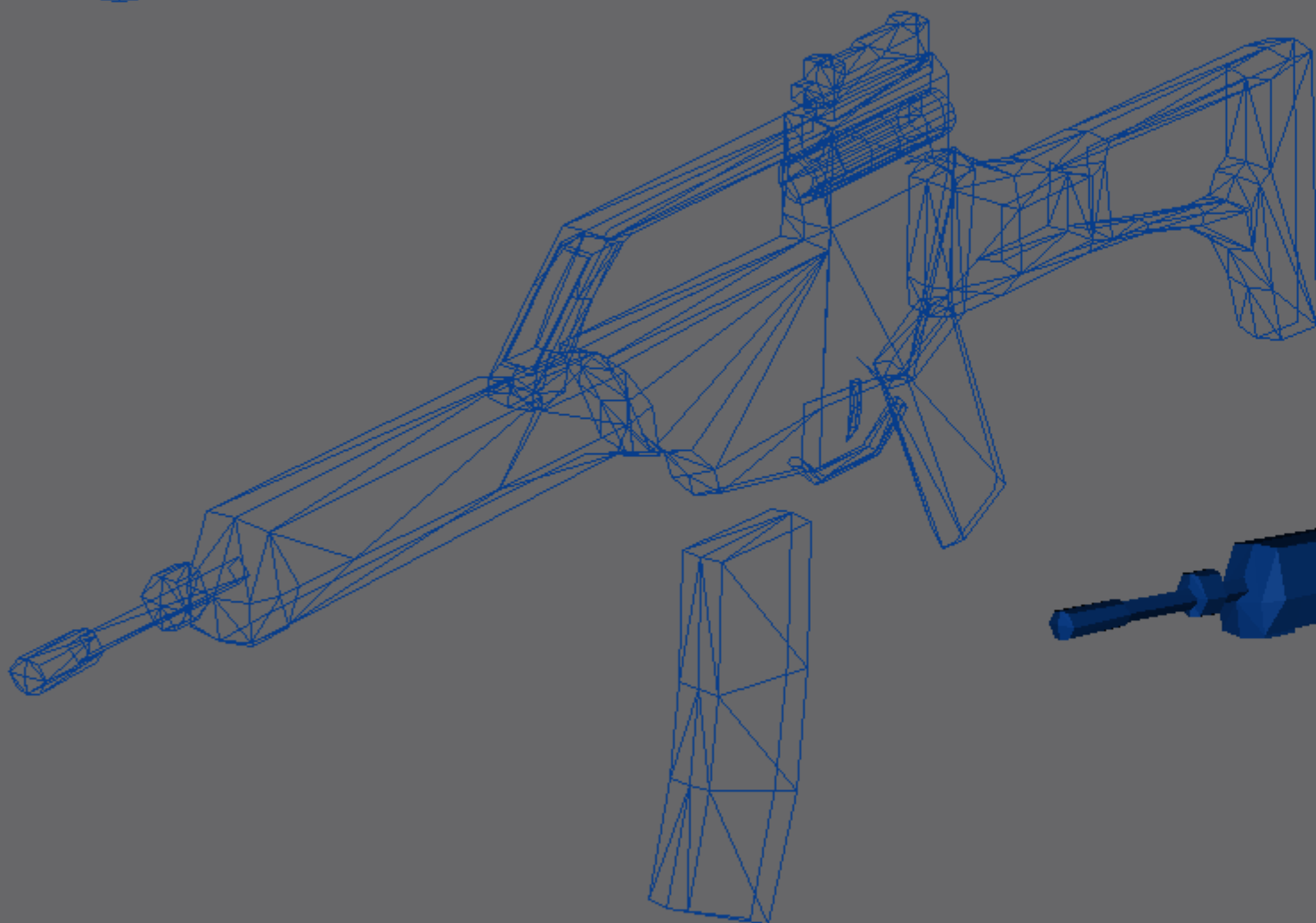
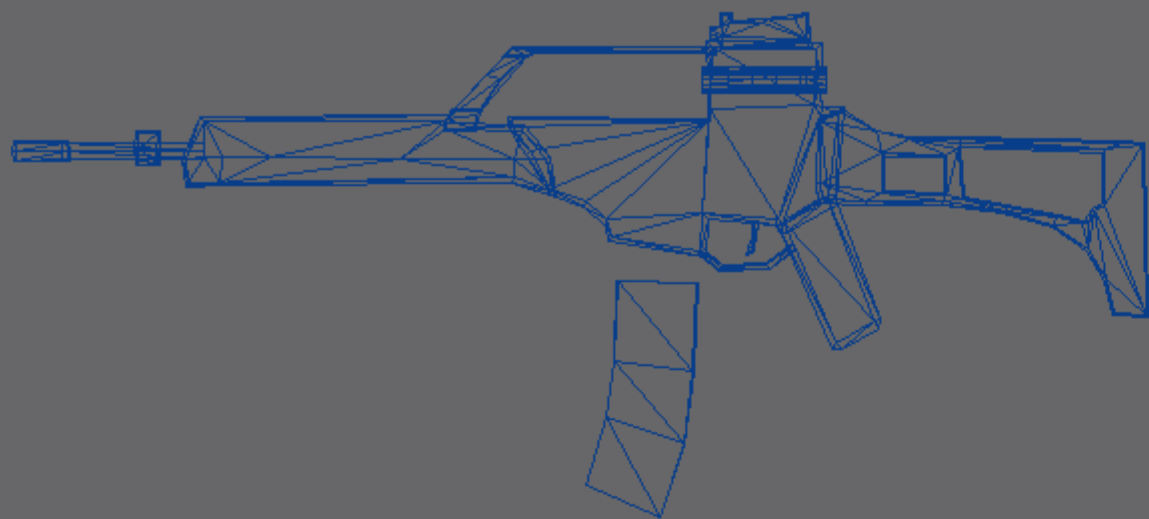
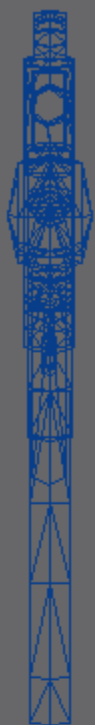
<http://www.fileden.com/files/2007/5/25/1111692/my%20g36k%20model.png>

next im trying this gun the Xm8 assault rifle

<http://www.murdoonline.net/pics/xm8b.jpg>

File Attachments

1) [my g36k model.png](#), downloaded 209 times



I MADE THIS MODEL EASY
FOR YOU TO USE

Subject: Re: My custom G36K
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 17:51:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great job man, it is awesome!

Subject: Re: My custom G36K
Posted by [SlikRik](#) on Thu, 12 Jun 2008 18:05:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not too shabby. A bit simple, but a nice texture on the side would give it the detail it needs.

Subject: Re: My custom G36K
Posted by [Urimas](#) on Thu, 12 Jun 2008 18:10:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

well it only took 10mins + renegade cant really handle high poly models so its pretty low poly

Subject: Re: My custom G36K
Posted by [cmatt42](#) on Thu, 12 Jun 2008 18:18:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's a G36, dude.
Urimas wrote on Thu, 12 June 2008 13:10well it only took 10mins + renegade cant really handle high poly models so its pretty low poly
Renegade can handle pretty high polys. It's the textures that tax it.

Subject: Re: My custom G36K
Posted by [Urimas](#) on Thu, 12 Jun 2008 18:22:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes theres 2 version the g36k with the built in scope and the g36c that dont
G36C

<http://www.propaintball.co.uk/pic%20h&k%20g36c.jpg>

see big difference

<http://www.carnwyffa.u-net.com/GUNS/g36ccomparison.jpg>

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

minor detail that can be adjusted and i've finished the xm8 rifle
XM8 Assault Rifle

<http://www.fileden.com/files/2007/5/25/1111692/my%20xm8%20model.png>
feedback please

Subject: Re: My custom G36K
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 20:25:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

SWEEEEET! Nice man!

Subject: Re: My custom G36K
Posted by [Urimas](#) on Thu, 12 Jun 2008 21:42:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

possible skin what you think?

<http://www.fileden.com/files/2007/5/25/1111692/my%20xm8%20model2.png>
needs a few more parts but does it look good?

Subject: Re: My custom G36K
Posted by [R315r4z0r](#) on Thu, 12 Jun 2008 22:20:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you want my honest opinion, I think you should stick to modeling.

The models look epic. Why are you so good at that?

Subject: Re: My custom G36K
Posted by [IronWarrior](#) on Thu, 12 Jun 2008 22:24:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome, I love that, can't wait to get it.

Subject: Re: My custom G36K
Posted by [Urimas](#) on Thu, 12 Jun 2008 22:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

well im off to bed if anyone is interested in giving it a proper texture PM me

Subject: Re: My custom G36K
Posted by [Dealman](#) on Thu, 12 Jun 2008 22:58:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

First model you ever made? If I remember right, you've released loads of other weapons for Renegade.

Edit: Oh, I just noticed you didn't make the other models you released. Although you animated them and stuff, you really should give credits from where you got the models. I can't find any credits anywhere

Subject: Re: My custom G36K
Posted by [Urimas](#) on Thu, 12 Jun 2008 23:46:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

i found them on turbosquid + dont need to give cred cuz i did not claim the models as mine anyway

Subject: Re: My custom G36K
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 23:52:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

urimas, dont take screen shots directly from gmax/renx. Export them as .w3d and then open that file with w3d and take a pic from there. gmax/renx dont relly show good graphics.

Subject: Re: My custom G36K
Posted by [SlikRik](#) on Fri, 13 Jun 2008 08:00:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Models are great, textures on the second gun there are too low res.

Subject: Re: My custom G36K
Posted by [LR01](#) on Fri, 13 Jun 2008 09:27:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

it looks some poly's needs some smoothing
but it's looks very good
like it

Subject: Re: My custom G36K
Posted by [Urimas](#) on Fri, 13 Jun 2008 11:24:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok here it is rendered looks much better and smoother

Old image link below

<http://www.fileden.com/files/2007/5/25/1111692/xm8brendered.png>

EDIT:

ok heres the final version

<http://www.fileden.com/files/2007/5/25/1111692/xm8brenderedfinal.png>

Subject: Re: My custom G36K
Posted by [Vancer2](#) on Sat, 14 Jun 2008 07:59:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think i saw those new models similar on wikipedia, they were the proposed models for different roles. These go in order explosive, personal defense weapon, rifleman, and light machine gun.
