

---

Subject: Modeling tutorial

Posted by [Poskov](#) on Fri, 24 Oct 2008 01:49:46 GMT

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

---

Could someone show me how to make the nod light tank have two barrels?

---

---

Subject: Re: Modeling tutorial

Posted by [Gen\\_Blacky](#) on Fri, 24 Oct 2008 05:36:59 GMT

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

---

just make another barrel texture it then bone it properly so it shots like the mammy look in the how to folder in your renegadepublictools, mammy is in there

---

---

Subject: Re: Modeling tutorial

Posted by [ErroR](#) on Fri, 24 Oct 2008 13:44:57 GMT

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

---

Gen\_Blacky wrote on Fri, 24 October 2008 08:36just make another barrel texture it then bone it properly so it shots like the mammy look in the how to folder in your renegadepublictools, mammy is in there

i needed the light tank for that lol

---

---

Subject: Re: Modeling tutorial

Posted by [Poskov](#) on Fri, 24 Oct 2008 14:38:37 GMT

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

---

Gen\_Blacky wrote on Fri, 24 October 2008 00:36just make another barrel texture it then bone it properly so it shots like the mammy look in the how to folder in your renegadepublictools, mammy is in there

I know that, I want to know how to do it.

Could someone give/make me tutorial on how to do it?

---

---

Subject: Re: Modeling tutorial

Posted by [Mauler](#) on Fri, 24 Oct 2008 18:21:22 GMT

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

---

www.Renhel.net

---

---

Subject: Re: Modeling tutorial

Posted by [Oblivion165](#) on Fri, 24 Oct 2008 23:17:09 GMT

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

---

I would start with the Beta light tanks since it has the barrel already to one side.

From there i would attach the top body of the tank and the barrel parts, add the symmetry modifier ~ convert to poly ~ detach the parts that are needed to move again ~ bingo! Dino DNA.

Download

[http://www.Oblivioninteractive.com/files/NodLight\\_dualbarrel.max](http://www.Oblivioninteractive.com/files/NodLight_dualbarrel.max)

I would help you from there but I don't have Renegade installed etc.

---

---

Subject: Re: Modeling tutorial

Posted by [Altzan](#) on Sat, 25 Oct 2008 03:26:08 GMT

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

---

You don't have Renegade installed?!

Nice solution, though. Infact, I think I'll bone it since I know how

EDIT: Or, I would if it was gmax.

---

---

Subject: Re: Modeling tutorial

Posted by [ErroR](#) on Sat, 25 Oct 2008 09:18:57 GMT

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

---

damn i have only gmax.. any importes for gmax?

---

---

Subject: Re: Modeling tutorial

Posted by [Gen\\_Blacky](#) on Mon, 27 Oct 2008 00:10:49 GMT

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

---

you can download 3ds max 8 on renhelp

---

---

Subject: Re: Modeling tutorial

Posted by [MGamer](#) on Mon, 27 Oct 2008 03:19:19 GMT

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

---

w3d

## File Attachments

---

1) [NodLight\\_dualba.w3d](#), downloaded 121 times

---