Subject: The new shotgun
Posted by Scrinwarrior on Mon, 29 Dec 2008 01:35:27 GMT
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Well, I have decided to just permanently use the way Altzan did in my last topic to post my skins, since getting screenies for first-person skins is WAY more difficult than a vehicle or building.

It sort of frustrates me how screenshots never live up to how the skin looks when I am previewing it in W3D mode, but here is my shotgun skin I made for you guys anyway:

File Attachments
1) ScreenShot02.png, downloaded 691 times

2) f_gm_shot.dds, downloaded 182 times

Subject: Re: The new shotgun
Posted by mrÃ£Ã§Ä·z on Mon, 29 Dec 2008 01:54:28 GMT
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how about Autorifle?

Subject: Re: The new shotgun
Posted by Altzan on Mon, 29 Dec 2008 01:59:22 GMT
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How I did what now? The screencaps?

Yeah it's kind of frustrating.

Nice job btw.

Subject: Re: The new shotgun
Posted by GrimmNL on Mon, 29 Dec 2008 02:01:54 GMT
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get the renegade mod tools, install the w3d viewer.
extract the 1st person weapon models, stick em in the same folder as the skins you made.
load up the w3d file of the weapon you skinned, make a SS of those.

easy as 3,14159265 (pi, pie!)

Subject: Re: The new shotgun
Posted by slosha on Mon, 29 Dec 2008 02:38:03 GMT
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looks alright

Subject: Re: The new shotgun
Posted by Scrinwarrior on Mon, 29 Dec 2008 03:41:46 GMT
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GrimmNL wrote on Sun, 28 December 2008 20:01get the renegade mod tools, install the w3d
viewer.
extract the 1st person weapon models, stick em in the same folder as the skins you made.
load up the w3d file of the weapon you skinned, make a SS of those.

easy as 3,14159265 (pi, pie!)

Hmm, That's what I have been doing for all 3 skins.

Subject: Re: The new shotgun
Posted by IronWarrior on Sun, 22 Feb 2009 18:38:27 GMT
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Sorry, it took so long.

Added to Game-Maps.NET in a pack: http://ren.game-maps.net/index.php?act=view&id=1334