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Subject: Assassin's Creed Models  
Posted by [Gohax](#) on Mon, 17 Jan 2011 10:00:06 GMT  
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Been playing the hell out of Assassin's Creed: Brotherhood and thought it would be sweet to have some models of them in Ren. I'd do it myself, but can't model for shit. So, if anyone can make some Assassin's Creed models, that'd be sweet.

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Subject: Re: Assassin's Creed Models  
Posted by [Spyder](#) on Mon, 17 Jan 2011 12:21:51 GMT  
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Get the game, extract models, import in 3DS Max, rig the character, export for Renegade.

Be prepared for crashes with this method since these games use high poly models, which Renegade doesn't (fully?) support.

Or just search the internet for some fan made models.

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Subject: Re: Assassin's Creed Models  
Posted by [Gohax](#) on Mon, 17 Jan 2011 22:35:25 GMT  
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I'll try and search for it. If I don't have to model, I may be able to do this, following a tutorial of course.

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Subject: Re: Assassin's Creed Models  
Posted by [Di3HardNL](#) on Fri, 21 Jan 2011 22:08:41 GMT  
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I might give it a try. I am into modeling again, and I have been thinking of creating some character models. Assassin's Creed might be cool to start with

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Subject: Re: Assassin's Creed Models  
Posted by [Gohax](#) on Sat, 22 Jan 2011 11:38:22 GMT  
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Di3HardNL wrote on Fri, 21 January 2011 16:08 I might give it a try. I am into modeling again, and I have been thinking of creating some character models. Assassin's Creed might be cool to start with

Would be awesome man!

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Subject: Re: Assassin's Creed Models

Posted by [abraham111](#) on Tue, 15 Feb 2011 09:47:22 GMT

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I personally believe that it is better to search the internet. There he will find a lot of fan made models. He can make use of them. I am of the view that it is not a good idea to extract models from the game. If you do that then you will have to deal with frequent crashes.

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