
Subject: What do you do?

Posted by [Deafwasp](#) on Tue, 11 Mar 2003 17:42:27 GMT

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Please state your Renegade modding skills.

Me: (And I am very good at all of these, just not as fast as ACK yet)

- Models
- maps
- Graphics
- Skins

I would like to skin new models but I don't have the needed warez yet. If anyone can help me out with that it would be apreitated.

Subject: What do you do?

Posted by [laeubi](#) on Tue, 11 Mar 2003 18:09:37 GMT

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Me:

- Models
 - Vehicles
 - Maps
 - Grafik
 - Skins
 - Commando
 - Buildings
 - Wepons
 - Handposition
 - Tutorials
 - a bit Infantrey
 - some other things [b]
-

Subject: What do you do?

Posted by [iscripter](#) on Tue, 11 Mar 2003 18:56:38 GMT

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Hmmm

- Skinning (not in gmax.. but in photoshop)
 - Webdesign (hehe... mod site's)
-

Subject: What do you do?

Posted by [Cebt](#) on Tue, 11 Mar 2003 18:57:31 GMT

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i make:
-Vehicles
-Buildings
-a little characters
-skins
-a little commando
and some more stuff

Subject: What do you do?
Posted by [Marsh](#) on Tue, 11 Mar 2003 19:06:16 GMT
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-annoying n00bs
-annoying anyone who wants to chat in a game
-annoying forum mebers
-trying to look funny
-modding side, i tried maps never grasped it, but i can do skins

Subject: What do you do?
Posted by [NeoSaber](#) on Tue, 11 Mar 2003 19:07:56 GMT
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I know the abc's well.

Animations, bones, and Commando

I can make make models (maps, guns, vehicles), but I'm not spectacular at it.

Subject: What do you do?
Posted by [Cpo64](#) on Tue, 11 Mar 2003 19:16:10 GMT
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I can do:
-Maps,
-Commando,
-And a of other couple odds and ends of the mod world.

Subject: What do you do?
Posted by [Halo38](#) on Tue, 11 Mar 2003 19:32:10 GMT
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- Models
- Maps
- Skins (photoshop)
- Leveledit
- other stuff

Subject: What do you do?

Posted by [PiMuRho](#) on Tue, 11 Mar 2003 20:08:48 GMT

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- Models
- Maps
- Skins
- Textures

I'm just not doing much for Renegade at the moment

Subject: What do you do?

Posted by [Sir Phoenixx](#) on Tue, 11 Mar 2003 20:33:15 GMT

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-Modeler: If I were to sit down and count how long I've been doing this, it would easily be very close to 4 years. I can model anything except for humans, any quality, in short amounts of time. From very low poly (100-200 polygon houses and weapons) to low and medium poly models for games/mods (check my sig for current models I did for Renegade Alert, and below that the ones that I've did for my mod.) to very high models like this 50,000 barrel and treads of a Russian T-72 MBT, which isn't finished(thinking about finishing someday though...) (http://planetcnc.com/phx/stuff/t-72_1.jpg, http://planetcnc.com/phx/stuff/t-72_2.jpg)

-Webmaster: I know html, php, javascript, css, etc. (check my site out btw... <http://www.planetcnc.com/phx>)

-Programmer: I'm currently learning C++ (3/4 way through this year), I know C, and I know Visual Basic (crappy language, at my school we had to take Programming 1, which was Visual Basic to be able to take Programming 2 which is C++...)

Subject: What do you do?

Posted by [General Havoc](#) on Tue, 11 Mar 2003 20:41:10 GMT

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- Leveledit
- Scripts Testing
- Tutorials
- Technical Support

-Gmax (some things)

Subject: What do you do?

Posted by [snipefrag](#) on Tue, 11 Mar 2003 20:46:33 GMT

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- Models
- Maps
- Skins (photoshop)
- Level edit
- Web design
- Flash, still learning
- Drop scripts

My brother halo38 taught me everything i know which i am eternally gratefull for

Subject: What do you do?

Posted by [PiMuRho](#) on Tue, 11 Mar 2003 20:57:25 GMT

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I should also add that I'm a professional mapper/modeller (i.e., I get paid to do it)

3D Studio is where I live

Subject: What do you do?

Posted by [MoDMaNiA](#) on Tue, 11 Mar 2003 21:24:46 GMT

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- Somewhat of a Modeller
- Mapper
- Gmax stuff
- Level edit things
- did some script mods back in the day

that's about it
