
Subject: Asking for a modeler, so the race for survival may begin...

Posted by [\[REHT\]Spirit](#) on Tue, 20 May 2003 12:42:33 GMT

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Since everyone thinks my models are "Mobile garbage bags" (it's a funny line so long as someone doesn't say it to you, lol), I would like to get a modeler for my mod.

Requirements:

Somewhat skilled (don't have to be a pro)

ICQ for contact (unless you don't mind being PMed here at the boards or e-mailed)

Some creativity (my MS Paint skills are bleh so no real way to give unit designs, so you get a lot of freedom here)

You won't need to do bonning.

Any takers?

Subject: Re: Asking for a modeler, so the race for survival may begin

Posted by [Sir Phoenixx](#) on Tue, 20 May 2003 12:46:24 GMT

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[REHTSpirit]Since everyone thinks my models are "Mobile garbage bags" (it's a funny line so long as someone doesn't say it to you, lol), I would like to get a modeler for my mod.

Lol... Mobile Garbage Bags...

Are you going to provide information on what the mod is about? Or hope you get someone who doesn't care what he joins?

Subject: Re: Asking for a modeler, so the race for survival may begin

Posted by [\[REHT\]Spirit](#) on Tue, 20 May 2003 13:07:36 GMT

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Sir Phoenixx[REHTSpirit]Since everyone thinks my models are "Mobile garbage bags" (it's a funny line so long as someone doesn't say it to you, lol), I would like to get a modeler for my mod.

Lol... Mobile Garbage Bags...

Are you going to provide information on what the mod is about? Or hope you get someone who doesn't care what he joins?

Guess I ought to but I don't want to completely confuse everyone (which is why I'm releasing info

in parts and stuff, so it's easier to handle) but oook.

Survival, technically, is a mod that's going to be showing people what can actually be done, modding-wise (since a heck of a lot of people think you can't do anything with it), as well as to give examples for a few things to, hopefully, be in future tutorials on how to do some of the things thought to be impossible.

In-game, it's essentially about 5 sides in an all out war. There's the GDI and Nod, and then you have 2 alien races (one of them you will mostly see just their robots), and the UEDF (combo of some GDI and Nod tanks, but supped up, hopefully after a while we'll give them their own stuff). In-game you'll see things like Mobile Weapons Platforms (as seen in the other post, but hopefully with a better model), AI that will somewhat taunt you, new announcements with new voices like "GDI has reached Tech Level 2", super weapons, and.....essentially a bunch of mayhem coming from all directions in tons of forms, lol (at first it might seem confusing, but it's not all in every map, it'll be split up and stuff so you can see how things work a little better and all). Probably even get some text cinematics for the SP missions where you can see things like an Apache circling around a tank and blowing it up, etc.

Summery, it's big, lol. My prob is, I need a modeler cause otherwise everyone else will go "Omigosh! You reused a model! YOU SUCK! I don't care about the concept! You reused a model!" (or at least that's what it feels like a lot of the time).

Subject: Asking for a modeler, so the race for survival may begin...

Posted by [Skier222](#) on Tue, 20 May 2003 20:40:07 GMT

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i would help u but i cant right now, im in the middle of a big map. maybe when i m done i can help u. im not the best because ive only been modeling for like 3 months. but i cought on to the software very quickly. im alomst have cought up to maytridys level.

Subject: Asking for a modeler, so the race for survival may begin...

Posted by [Captkurt](#) on Tue, 20 May 2003 21:08:33 GMT

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I would help you, but now am tied up with C&C_BF42, Sorry; I'm looking for help too. Mostly on the skinning. Anyone interested, give me a holler...!!!!!!