Subject: Need modelers
Posted by Captkurt on Wed, 18 Jun 2003 23:11:39 GMT
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help out with the vehicles and or weapons. I need to have all so it will fit the era of that time, and

http://www.cox-internet.com/kleboeuf/build.html
this map should be able to end in a .mix format but also I want a complete conversion of all the
buildings, vehicles, weapons etc.. or at least as much as possible or necessary.
Anyone interested contact me either here, or private msg. or email,

Subject: Need modelers
Posted by Madtone on Wed, 18 Jun 2003 23:21:18 GMT
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if you want, you can use some of the stuff on ModX, thats what its there for

Subject: Need modelers
Posted by Captkurt on Wed, 18 Jun 2003 23:24:32 GMT
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I'll take a look and let you know, but in anycase thanks for the offer. Hope you have some WW2
stuff, if not, maybe you'd be up to making some. heheh.

Subject: Need modelers
Posted by Madtone on Wed, 18 Jun 2003 23:32:18 GMT
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CaptkurtI'll take a look and let you know, but in anycase thanks for the offer. Hope you have some
WW2 stuff, if not, maybe you'd be up to making some. heheh.

Not at all, im modeling for 2 mod teams (not saying who yet) and also concept artists for another
mod (not telling ya who yet either)

So my hands are tied

Subject: Need modelers
Posted by Captkurt on Wed, 18 Jun 2003 23:46:05 GMT
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Thats my problem. I just looked at the modles you sugested, and even tho I did see some very nice work, I am back to where I was. Still looking.