
Subject: Need charicter modeler and/or someone with knowlege on bones
Posted by [Infinint](#) on Wed, 18 Jun 2003 23:36:07 GMT

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we need a modeler for the human race and the Skrin race. we also need a new bone structer for the walking mechs

if you are interested please e-mail me at infinintmail@earthlink.net

for more info got to

<http://www.renegademappers.tk/>

Subject: Re: Need charicter modeler and/or someone with knowlege on b
Posted by [General Havoc](#) on Thu, 19 Jun 2003 11:12:33 GMT

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InfinintNeed charicter modeler and/or someone with knowlege on bones

I would suggest a doctor

Anyway, it's hard to find people who can bone characters. I do not know of any people who can bone characters, it would probably be best to try and learn yourself, that way you can do it how you want.

_General Havoc

Subject: Need charicter modeler and/or someone with knowlege on bones
Posted by [Infinint](#) on Thu, 19 Jun 2003 11:50:18 GMT

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actully i have tryed but i cant find any info on bones thats less then you have to know how to use em already.

Subject: Need charicter modeler and/or someone with knowlege on bones
Posted by [laeubi](#) on Thu, 19 Jun 2003 14:41:28 GMT

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Boning is no PProblem, Modeling and Skinning is the point.

Subject: Need charicter modeler and/or someone with knowlege on bones
Posted by [maytridy](#) on Thu, 19 Jun 2003 15:44:46 GMT

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Yeah, it seems like nobody can model\skin characters around here.....at least they don't say

so.

Subject: Need charicter modeler and/or someone with knowlege on bones

Posted by [Infinint](#) on Thu, 19 Jun 2003 17:02:16 GMT

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"Yeah, it seems like nobody can model\skin characters around here.....at least they don't say so." maybridy seid

i i gess your right[/quote]

Subject: Need charicter modeler and/or someone with knowlege on bones

Posted by [pulverizer](#) on Thu, 19 Jun 2003 18:23:27 GMT

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yeah it's realy hard to make infantry models and infantry skins.

I've tried to make infantry models but...heh... it screwed up .

It's very hard to make them.
