
Subject: My first weapons model
Posted by [Captkurt](#) on Sun, 20 Jul 2003 19:23:45 GMT
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is my first attempt at modeling weapons, so maybe the next one will be more useful. I know there not textured but enjoy;

Subject: My first weapons model
Posted by [Jaspah](#) on Sun, 20 Jul 2003 19:30:14 GMT
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If only Renegade looked like Red Faction II... MOHAA.. Etc.

Subject: My first weapons model
Posted by [gendres](#) on Sun, 20 Jul 2003 19:30:14 GMT
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very nice for a first weapon model

Subject: My first weapons model
Posted by [Captkurt](#) on Sun, 20 Jul 2003 19:31:04 GMT
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gendresvery nice for a first weapon model
thanks.

Subject: My first weapons model
Posted by [Captkurt](#) on Sun, 20 Jul 2003 19:51:08 GMT
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j4S[p]If only Renegade looked like Red Faction II... MOHAA.. Etc.
The whole idea here is to use this type in my BF42 Renegade map Series.

other things. But you're comment is encouraging. Thanks

Subject: Re: My first weapons model

Posted by [xSeth2k2x](#) on Sun, 20 Jul 2003 19:58:10 GMT

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But this is my first attempt at modeling weapons, so maybe the next one will be more useful. I know there not textured but enjoy;

looks pretty nice for your first weapon model

Subject: Re: My first weapons model

Posted by [Captkurt](#) on Sun, 20 Jul 2003 19:59:04 GMT

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xSeth2k2x

looks pretty nice for your first weapon model
Cool, thanks man.

Subject: My first weapons model

Posted by [Imdgr8one](#) on Sun, 20 Jul 2003 22:01:42 GMT

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It's a great start.
Better than my hoop

Subject: My first weapons model

Posted by [Captkurt](#) on Sun, 20 Jul 2003 22:08:44 GMT

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Imdgr8one! It's a great start.
Better than my hoop
Oh man! And I didn't get to see you're hoop. Damn. Lol, jk.
Thanks man.

Subject: My first weapons model

Posted by [xpontius](#) on Sun, 20 Jul 2003 22:39:56 GMT

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:thumbsup: :satisfied: :thumbsup:

Subject: My first weapons model
Posted by [Skier222](#) on Sun, 20 Jul 2003 22:54:47 GMT
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Imdgr8onelt's a great start.
Better than my hoop

omg ur hoop was amazing, it was the best thing ive ever seen. :rolleyes: :rolleyes:

good job for a first model.

my first was ummm.....a box

Subject: My first weapons model
Posted by [Captkurt](#) on Sun, 20 Jul 2003 23:01:54 GMT
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Skier222Imdgr8onelt's a great start.
Better than my hoop

omg ur hoop was amazing, it was the best thing ive ever seen. :rolleyes: :rolleyes:

good job for a first model.

my first was ummm.....a box

Thanks man, Correction, it's not my first model, it's my first Weapons model. not that it really matters. but anyway's thanks.

Subject: Re: My first weapons model
Posted by [Sir Phoenixx](#) on Mon, 21 Jul 2003 01:48:21 GMT
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But this is my first attempt at modeling weapons, so maybe the next one will be more useful. I know there not textured but enjoy;

It's alright for a first weapon. As far as I can tell from the screenshots, the grip, magazine, iron

sights and most of the objects around the barrel could use ALOT of work. Also, about that recessed area on the side of the rifle: It isn't recessed, that's the mode selection switch. And, on the fore grip, those holes go all the way through, and are alot smaller than what you cut out of the fore grip. You're also missing the magazine release switch that is supposed to be between the trigger guard and the magazine.

Subject: Re: My first weapons model
Posted by [Captkurt](#) on Mon, 21 Jul 2003 02:13:26 GMT
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Sir Phoenixx

It's alright for a first weapon. As far as I can tell from the screenshots, the grip, magazine, iron sights and most of the objects around the barrel could use ALOT of work. Also, about that recessed area on the side of the rifle: It isn't recessed, that's the mode selection switch. And, on the fore grip, those holes go all the way through, and are alot smaller than what you cut out of the fore grip. You're also missing the magazine release switch that is supposed to be between the trigger guard and the magazine.

magazine release switch too, forgot about that, but you can see I did leave room, as far as the mode selection switch, I thought it did sink in, but then there is more to it, built up at that very spot

thanks dude for the input.

Subject: Re: My first weapons model
Posted by [Sir Phoenixx](#) on Mon, 21 Jul 2003 02:33:51 GMT
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Captkurt

Oh, I see now. I wasn't paying that much attention to the first screenshot, I was mainly using the bottom one (But they should still be quite smaller).(Damn gold...)

Subject: My first weapons model
Posted by [Imdgr8one](#) on Mon, 21 Jul 2003 02:39:50 GMT
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<http://www.n00bstories.com/renforums/viewtopic.php?t=5021&highlight=1337>

Subject: Re: My first weapons model
Posted by [Captkurt](#) on Mon, 21 Jul 2003 02:58:53 GMT
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Sir PhoenixxCaptkurt

Oh, I see now. I wasn't paying that much attention to the first screenshot, I was mainly using the bottom one (But they should still be quite smaller).(Damn gold...)

Subject: Re: My first weapons model
Posted by [Sir Phoenixx](#) on Mon, 21 Jul 2003 03:06:12 GMT
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To me it looks like the two holes in the fore grip should be at least a quarter to half the size as you've made them.

(To be more specific, the height/y-axis.)

Subject: Re: My first weapons model
Posted by [Captkurt](#) on Mon, 21 Jul 2003 03:24:46 GMT
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Sir Phoenixx

To me it looks like the two holes in the fore grip should be at least a quarter to half the size as you've made them.

(To be more specific, the height/y-axis.)
got it. thanks man.
