
Subject: Guntank Model. Real fixxer-upper
Posted by [Zero-Point](#) on Wed, 30 Jul 2003 07:32:39 GMT
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I was bored. Really bored. Bored beyond rational thought. Holy crap, was I bored. So bored, I wasted 2 weeks working on a Gmax model of a Guntank Mobile suit from scratch, with only a cheap plastic model as my guide. It's not done, nor do I plan to finish it myself, as I have no idea what to do to it next, and would like to find another way to burn time. If you're up to the challenge, I'll put it up for download. I warn you now, though: Although I've optimized, deleted polygons, etc, the poly count is still at 1623 or so. The materials are incomplete, poorly drawn (done in Paint, I ain't got PSP no mo'.). Other than that, if you want it, get it. You'll have to find images on the web if you want to get the idea of what the materials should look like to make it look good. It was meant to be a Renegade or possibly a Generals model, but do with it as you wish.

Note* You'll have to go to Deezire.net to get it. I have no clue on how to attach stuff on this forum. Look for "Rengade model: Real fixxer-upper, but if ya wanna..." in the Renegade editing thread.

Subject: Guntank Model. Real fixxer-upper
Posted by [gendres](#) on Wed, 30 Jul 2003 16:30:19 GMT
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Guntank??? Is that Gundam???

This ones are way better...
<http://www.robotech.com/infopedia/mecha/viewmecha.php?id=5>

Subject: Guntank Model. Real fixxer-upper
Posted by [Sk8rRIMuk](#) on Wed, 30 Jul 2003 20:17:00 GMT
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Couldn't you at least put up some screens?

That site is down BTW.

Subject: Guntank Model. Real fixxer-upper
Posted by [pulverizer](#) on Thu, 31 Jul 2003 10:21:33 GMT
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ummm? screenshots please?

Subject: Guntank Model. Real fixxer-upper

Posted by [brent3000](#) on Thu, 31 Jul 2003 10:57:27 GMT

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slayerummm? screenshots please?

i am with slayer can you give us some screens so we know what you are talking about

Subject: Guntank Model. Real fixxer-upper

Posted by [Zero-Point](#) on Wed, 06 Aug 2003 04:21:58 GMT

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Deezire.net is not down. Not anymore, anyways. Besides, I don't know how to attach things on this page.

<http://www.deezire.net/modules.php?name=Forums&file=viewtopic&t=3015>

Subject: Guntank Model. Real fixxer-upper

Posted by [brent3000](#) on Wed, 06 Aug 2003 04:53:09 GMT

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Zero-PointDeezire.net is not down. Not anymore, anyways. Besides, I don't know how to attach things on this page.

<http://www.deezire.net/modules.php?name=Forums&file=viewtopic&t=3015>

looks cool

Subject: Guntank Model. Real fixxer-upper

Posted by [forsaken](#) on Wed, 06 Aug 2003 06:03:01 GMT

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i think i got the model kit of that awhile back ago

Subject: Guntank Model. Real fixxer-upper

Posted by [brent3000](#) on Wed, 06 Aug 2003 07:32:05 GMT

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forsakeni think i got the model kit of that awhile back ago

ok

Subject: Guntank Model. Real fixxer-upper

Posted by [forsaken](#) on Wed, 06 Aug 2003 19:39:11 GMT

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you know those gundam model kits you see in stores like wal-mart or target, or online anime

stores, the kind you assemble with your hands

Subject: Guntank Model. Real fixxer-upper
Posted by [Zero-Point](#) on Thu, 07 Aug 2003 03:30:00 GMT
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That's the kind of model I based it off of. I recently found a skinning tutorial, but it's kinda hard... I don't know what's what when I flatten out all the polys. The new model consists of about only 800 polygons.

Subject: Guntank Model. Real fixxer-upper
Posted by [Zero-Point](#) on Tue, 09 Sep 2003 21:15:26 GMT
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gendresGuntank??? Is that Gundam???

This ones are way better...

<http://www.robotech.com/infopedia/mecha/viewmecha.php?id=5>

Check it again. Excaliber.
