Subject: Minigun
Posted by **Sn1per XL** on Tue, 19 Aug 2003 19:34:48 GMT
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Hey i made my first model attempt i made a mini gun i was gonna replace the chain gun with a new model,skin,sound for it i thought it would be pretty cool to have a minigun on renegade note: this is a renderd version.

The final version will be more detailed but im trying to keep the polys low soon ill get some W3d views and som ingame views.

Subject: Minigun
Posted by **Havoc 89** on Tue, 19 Aug 2003 19:49:53 GMT
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i can't c the pic

Subject: Minigun
Posted by **Sn1per XL** on Tue, 19 Aug 2003 20:00:14 GMT
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Fixed it sorry my host got weird on meh.

Subject: Minigun
Posted by **maytridy** on Tue, 19 Aug 2003 20:17:38 GMT
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Still can't see the pic.

Just upload it to n00bstories.

Subject: Minigun
Posted by **Sn1per XL** on Tue, 19 Aug 2003 20:20:21 GMT
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I uploaded on a different host it should work now sorry for the big red X.

Subject: Minigun
Posted by maytridy on Tue, 19 Aug 2003 20:23:20 GMT
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Ahhh......now i see.

Looks cool, but basic. There's no hande, trigger, etc. Add some details. The cylinders alo look really high poly. How many polys is it?

Subject: Minigun
Posted by Sn1per XL on Tue, 19 Aug 2003 20:24:55 GMT
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Yea its un finished it just a basic renderd image but th epolys i havent counted the final version will prolly have less.

Subject: Minigun
Posted by Laser2150 on Tue, 19 Aug 2003 20:59:43 GMT
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its nice, for the small ones that follow up the gun you can make 3-5 sides while keep it looking good.