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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Tue, 23 Mar 2004 05:07:24 GMT  
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<http://fof.deadlyfear.com/forums/index.php?s=c8e1b7e7fa7b79ab03ac0b86a7224716&showtopic=96&view=getnewpost>

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Subject: FOF Presents - Archer Character  
Posted by [bigejoe14](#) on Tue, 23 Mar 2004 06:23:20 GMT  
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Nice!

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Subject: FOF Presents - Archer Character  
Posted by [Cpo64](#) on Tue, 23 Mar 2004 06:27:01 GMT  
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very nice

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Subject: FOF Presents - Archer Character  
Posted by [sniper12345](#) on Tue, 23 Mar 2004 09:15:20 GMT  
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not bad... \*thumbs up\*

\*hides thread from ACK\*

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Subject: FOF Presents - Archer Character  
Posted by [PsycoArmy](#) on Tue, 23 Mar 2004 09:41:06 GMT  
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He won't say anything... but maybe he will now? Nah

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Subject: FOF Presents - Archer Character  
Posted by [Deactivated](#) on Tue, 23 Mar 2004 13:09:54 GMT  
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It's not bad.. but I would suggest to make him have seperate fingers.

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Tue, 23 Mar 2004 13:58:37 GMT  
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The model is alright, it could use some work (like on that belt holding the quiver of arrows, it should be on the outside of the cape, and it's shaped needs to be fixed), but the texture doesn't look that good. It looks blurry and kinda low quality in some places (like the arrow belt thing...).

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Subject: FOF Presents - Archer Character  
Posted by [gendres](#) on Tue, 23 Mar 2004 14:14:24 GMT  
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Nice Model

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Subject: FOF Presents - Archer Character  
Posted by [Cept](#) on Tue, 23 Mar 2004 15:19:20 GMT  
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Sir PhoenixxThe model is alright, it could use some work (like on that belt holding the quiver of arrows, it should be on the outside of the cape, and it's shaped needs to be fixed), but the texture doesn't look that good. It looks blurry and kinda low quality in some places (like the arrow belt thing...).

i think the belt is like on some of the LOTR scenes where the cape has holes that the belt goes through

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Tue, 23 Mar 2004 15:35:42 GMT  
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Well, then he should either model a hole, or put a hole there in the texture...

---

Subject: FOF Presents - Archer Character  
Posted by [Cept](#) on Tue, 23 Mar 2004 15:42:50 GMT  
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Sir PhoenixxWell, then he should either model a hole, or put a hole there in the texture...

yes i agree... that would help alot

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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Tue, 23 Mar 2004 16:50:51 GMT  
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The team decided that the blend doesnt go through the cape, there is nothing wrong with the model/texture.

He should be ingame by weekend, so look forward to that.

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Subject: FOF Presents - Archer Character  
Posted by [gibberish](#) on Tue, 23 Mar 2004 18:37:15 GMT  
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Doh, I was expecting Jonathon Archer

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Subject: FOF Presents - Archer Character  
Posted by [xptek\\_disabled](#) on Tue, 23 Mar 2004 19:07:07 GMT  
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Looks good, but WTF is with this mideval times big nose stereotype? On almost every type of media I see from that period of time the people's noses cover 75% of their face.

---

Subject: FOF Presents - Archer Character  
Posted by [maytridy](#) on Tue, 23 Mar 2004 19:44:07 GMT  
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Very nice work.

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Subject: FOF Presents - Archer Character  
Posted by [Beanyhead](#) on Tue, 23 Mar 2004 19:57:56 GMT  
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BACKUP YOUR WORK

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Subject: FOF Presents - Archer Character  
Posted by [Dante](#) on Tue, 23 Mar 2004 20:22:48 GMT  
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Genocidethere is nothing wrong with the model/texture.

---

nice way to take flame free constructive criticism....

:rolleyes:

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Tue, 23 Mar 2004 20:55:43 GMT  
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Genocidethere is nothing wrong with the model/texture.

Besides having obvious flaws in both the model and texture, like misaligned objects, bluriness, pixelation, and other problems, there's nothing wrong with it. :rolleyes:

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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Tue, 23 Mar 2004 21:17:14 GMT  
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Because we have to import from maya, the conversion can cause some hard edges but you wont really notice this.

Chris took time and alot of effort in creating both the model and texture, there is no bluriness which myself, chris and otheres has agreed on, how can there be pixelation if there is bluriness?

Whats the other problems you see phoenixx?

Beany i backup every week now so no hacker,pc fault or hoe is going to stop us.

---

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Subject: FOF Presents - Archer Character  
Posted by [IRON FART](#) on Wed, 24 Mar 2004 00:52:37 GMT  
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I'd really like to see the animation for that archer when it's firing a bow.

I think you should turn the knife into a standard weapon for certain character classes. Like the pistol.

The only thing that i am complaining about in the model is the leather boots. Just under the knee where it is rolled over, it seems to be sticking out a lot more than it would.

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Subject: FOF Presents - Archer Character  
Posted by [Gernader8](#) on Wed, 24 Mar 2004 02:54:02 GMT  
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The boot texture sucks, other than that, it does not look half bad.

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Wed, 24 Mar 2004 13:27:36 GMT  
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GenocideBecause we have to import from maya, the conversion can cause some hard edges but you wont really notice this.

Chris took time and alot of effort in creating both the model and texture, there is no bluriness which myself, chris and otheres has agreed on, how can there be pixelation if there is bluriness?

Whats the other problems you see phoenixx?

I didn't say it had both bluriness and pixelation in the same place, learn how to fucking read.

Quote:It looks blurry and kinda low quality in some places (like the arrow belt thing...).

The belt that goes around the guy's chest looks pixelated, looks like a low quality wood texture, along with those things on his hands that look like wood (Why do they look like wood anyways? Aren't they supposed to be rubber?). The cape, especially the part that is attached to his neck around the front looks blurry. The belt holding the quiver of arrows to him is misaligned, it should follow the shape of his body, you shouldn't be able to see any space between it and his body. The boots need detail, like dirt on the bottom, or scratches, etc.

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Subject: FOF Presents - Archer Character  
Posted by [sniper12345](#) on Wed, 24 Mar 2004 14:13:01 GMT  
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CwazyapeLooks good, but WTF is with this mideval times big nose stereotype? On almost every type of media I see from that period of time the people's noses cover 75% of their face.

Ha, yea, like how in Japanese cartoons', people always have huge eyes and a tiny nose/mouth...

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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Thu, 25 Mar 2004 20:51:38 GMT  
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Phoenixx we can talk civil you know :rolleyes:

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Fri, 26 Mar 2004 02:39:43 GMT

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I was talking civil, but how would you know, you didn't even bother to read the damn reply, again.

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Subject: FOF Presents - Archer Character  
Posted by [xptek\\_disabled](#) on Fri, 26 Mar 2004 04:33:52 GMT  
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"learn how to fucking read." Isn't very civil.

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Fri, 26 Mar 2004 13:17:25 GMT  
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Yes it was, actually.

He makes fun of something I said, which he completely misunderstood, and whine when I reply to it? :rolleyes:

Quote:how can there be pixelation if there is bluriness?

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Subject: FOF Presents - Archer Character  
Posted by [OrcaPilot26](#) on Fri, 26 Mar 2004 17:52:00 GMT  
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What are you talking about? That's a great model, certainly better than 95% of the crap made around here.

If you want to really prove your point why don't you make a better one?

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Subject: FOF Presents - Archer Character  
Posted by [Sir Phoenixx](#) on Fri, 26 Mar 2004 20:25:45 GMT  
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I didn't say it was bad, go back and try reading this time. :rolleyes:

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Subject: FOF Presents - Archer Character  
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 20:27:00 GMT  
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How would making a better one prove his point?

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Criticism doesn't mean "I have to make something better or I can't comment."

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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Fri, 26 Mar 2004 21:01:47 GMT  
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This is Real Entertainment

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Subject: FOF Presents - Archer Character  
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 21:10:05 GMT  
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And you're a Real Dumbass.

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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Fri, 26 Mar 2004 21:27:14 GMT  
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..And you're a Real Dumbass.

---

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Subject: FOF Presents - Archer Character  
Posted by [OrcaPilot26](#) on Fri, 26 Mar 2004 22:50:17 GMT  
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Sir PhoenixI didn't say it was bad, go back and try reading this time. :rolleyes:

Yeah, you're right, and I never said you said it was bad.

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