Subject: calico submachine gun

Posted by Tankkiller on Tue, 10 Jul 2007 00:09:29 GMT

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The topic sums it up. As you know the calico machine gun was seen in 2 tiberium dawn videos, Where a gdi light infantry shot a poorly armed noddy . But I thought that I'll show you my work and will ask for anyone to spot pyhical errors.

-- Yes, I know i streched it, it will be fixed

Pic I used to make this

Please note this is still a work in process.

Also included is a simple mesh with no bones in w3d format.

File Attachments

- 1) The gun.bmp, downloaded 364 times
- 2) calico.W3D, downloaded 113 times

Subject: Re: calico submachine gun

Posted by SSnipe on Tue, 10 Jul 2007 00:38:04 GMT

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looks cool

Subject: Re: calico submachine gun

Posted by Jerad2142 on Tue, 10 Jul 2007 00:40:04 GMT

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Why such a low poly count.

Subject: Re: calico submachine gun

Posted by Tankkiller on Tue, 10 Jul 2007 00:41:20 GMT

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it would be made higher, but you have to also concider the fact that 3rd person models are... less important.

Subject: Re: calico submachine gun Posted by Tankkiller on Tue, 10 Jul 2007 01:20:37 GMT

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Right this second, im am uv mapping it.

Changes I made

- 1. added groves to the barrel
- 2. better grips
- 3. redid the stock
- 4. resized it to renegades scale
- 5. added a bolt and other mechinims