
Subject: [request] shotgun models?

Posted by [ChewML](#) on Tue, 02 Dec 2008 03:26:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have yet to run across one. I would love to have one that looked like one of these

or

Anybody bored enough? Or know of a already existing model?

File Attachments

1) [shotty2.jpg](#), downloaded 1101 times



2) [shotty1.jpg](#), downloaded 1088 times



Subject: Re: [request] shotgun models?

Posted by [anant](#) on Tue, 02 Dec 2008 05:11:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

shotty 2 ftw!

Subject: Re: [request] shotgun models?

Posted by [mrŁÄŞÄ-z](#) on Tue, 02 Dec 2008 13:58:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

How abou name of the Shotgun and a Bigger Pictuere?

Subject: Re: [request] shotgun models?

Posted by [ChewML](#) on Tue, 02 Dec 2008 14:37:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Remington 870, preferably in the black and silver style.

File Attachments

1) [shotty3.jpg](#), downloaded 1198 times



Subject: Re: [request] shotgun models?

Posted by [anant](#) on Tue, 02 Dec 2008 23:14:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

ChewML wrote on Tue, 02 December 2008 08:37

Remington 870, preferably in the black and silver style.

Subject: Re: [request] shotgun models?

Posted by [ErroR](#) on Wed, 03 Dec 2008 06:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

get a decent model and a texture and then i'll try to convert it

Subject: Re: [request] shotgun models?

Posted by [ErroR](#) on Wed, 03 Dec 2008 17:37:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

I found a good model

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/333340>

and if u sacrefice a dollar u can get it as a weapon

Subject: Re: [request] shotgun models?

Posted by [ChewML](#) on Wed, 03 Dec 2008 20:26:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [remington_max.rar](#), downloaded 190 times

Subject: Re: [request] shotgun models?

Posted by [cnc95fan](#) on Wed, 03 Dec 2008 22:28:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's nearly 4000 polys..

Thanks for sharing though ^^

Subject: Re: [request] shotgun models?

Posted by [Altzan](#) on Wed, 03 Dec 2008 22:34:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I hope you bone that, it looks awesome

Subject: Re: [request] shotgun models?

Posted by [ChewML](#) on Wed, 03 Dec 2008 23:09:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Wed, 03 December 2008 16:28It's nearly 4000 polys..

Thanks for sharing though ^^

I don't know anything about modeling... so I am assuming 4,000 polys makes it harder and less likely?

Subject: Re: [request] shotgun models?

Posted by [Altzan](#) on Wed, 03 Dec 2008 23:13:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

The more poly's, the harder it gets for the game to render it. If the model had tons of poly's it could lag Renegade. But I don't know how many that would take.

Subject: Re: [request] shotgun models?
Posted by [Reaver11](#) on Wed, 03 Dec 2008 23:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wouldnt go over 5000 polys max for a gunmodel prefb around 2500.

Subject: Re: [request] shotgun models?
Posted by [ChewML](#) on Thu, 04 Dec 2008 02:35:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

So is anyone willing to put this together? Not trying to be pushy, just want to know if I should search for something else.

Subject: Re: [request] shotgun models?
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:18:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

oops i didn't see it was .max any 1 can convert it to 3ds max ? or any other format?

Subject: Re: [request] shotgun models?
Posted by [danpaul88](#) on Thu, 04 Dec 2008 13:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 04 December 2008 13:18oops i didn't see it was .max any 1 can convert it to 3ds max ? or any other format?

.max *is* 3ds max..... it's just that files from a newer version of 3ds max won't open in any older version of 3ds max. I don't see why they couldn't include an option to save it in the format for an older version of 3ds max.....

Subject: Re: [request] shotgun models?
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:22:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Thu, 04 December 2008 15:21ErroR wrote on Thu, 04 December 2008 13:18oops i didn't see it was .max any 1 can convert it to 3ds max ? or any other format?

.max *is* 3ds max..... it's just that files from a newer version of 3ds max won't open in any older version of 3ds max. I don't see why they couldn't include an option to save it in the format for an older version of 3ds max.....

can' the old one open .max and save (export) as .obj for example.

Subject: Re: [request] shotgun models?

Posted by [Di3HardNL](#) on Thu, 04 Dec 2008 16:07:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here it is in 3DS format. So you can import it in RenX. While im on it i'll make it right away:p

File Attachments

1) [3DS - remington.rar](#), downloaded 156 times
