
Subject: [Model Replacement] Claymore Mine
Posted by [wubwub](#) on Fri, 26 Jun 2009 02:10:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Claymore replacement for proxy mines:

Claymore

Enjoy

Thank you Di3hardNL for teaching me how to make lasers

File Attachments

1) [Claymore.rar](#), downloaded 223 times

Subject: Re: [Model Replacement] Claymore Mine
Posted by [kill](#) on Fri, 26 Jun 2009 02:14:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice mines and nice pp i have the same 1

Subject: Re: [Model Replacement] Claymore Mine
Posted by [anant](#) on Fri, 26 Jun 2009 02:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

whats the stuff coming of the PP ?

Subject: Re: [Model Replacement] Claymore Mine
Posted by [kill](#) on Fri, 26 Jun 2009 02:20:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

just emitters nuthing else

Subject: Re: [Model Replacement] Claymore Mine
Posted by [slosha](#) on Fri, 26 Jun 2009 02:29:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's awesome... but please make it look more realistic

Subject: Re: [Model Replacement] Claymore Mine
Posted by [wubwub](#) on Fri, 26 Jun 2009 02:35:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ Tbh it is the first skin that i made from scratch, still messin around with some tools

Subject: Re: [Model Replacement] Claymore Mine
Posted by [Dreganius](#) on Fri, 26 Jun 2009 02:42:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not bad. I think it's too curvy, currently, and the texture could be better, but it's coming along nicely, good job

Here's a nice reference image from BF2

<http://img234.imageshack.us/img234/7653/usclaymore1je.jpg>

Subject: Re: [Model Replacement] Claymore Mine
Posted by [slosha](#) on Fri, 26 Jun 2009 02:52:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dreganius wrote on Thu, 25 June 2009 21:42: Not bad. I think it's too curvy, currently, and the texture could be better, but it's coming along nicely, good job

Here's a nice reference image from BF2

<http://img234.imageshack.us/img234/7653/usclaymore1je.jpg>

if i had cs4 i could totally make that... i hear you can paint right onto models

Subject: Re: [Model Replacement] Claymore Mine
Posted by [Vancer2](#) on Fri, 26 Jun 2009 07:04:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think Urimas made a skin just like this one but it was green and you couldnt identify whose mines they were :\

Subject: Re: [Model Replacement] Claymore Mine
Posted by [marcin205](#) on Fri, 26 Jun 2009 23:50:39 GMT

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

nice

Subject: Re: [Model Replacement] Claymore Mine
Posted by [LiL KiLLa](#) on Fri, 26 Jun 2009 23:54:00 GMT

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

marcin205 wrote on Sat, 27 June 2009 01:50nice

I like the laser

Subject: Re: [Model Replacement] Claymore Mine
Posted by [Di3HardNL](#) on Sat, 27 Jun 2009 09:17:49 GMT

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

Where is the credit you promised me

Subject: Re: [Model Replacement] Claymore Mine
Posted by [wubwub](#) on Sat, 27 Jun 2009 14:14:41 GMT

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

Opps, i completly forgot

