Subject: [Model Replacement]Combine Female Assasin
Posted by ErroR on Sun, 23 Aug 2009 21:44:14 GMT
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Have some issues with meshes i can't fix, looks ok ingame tho.

```
File Attachments
1) Combine Assasin.rar, downloaded 317 times
2) saku.PNG, downloaded 2062 times
```


Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Reaver11 on Sun, 23 Aug 2009 22:04:57 GMT
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You should try to get it more to white it looks a bit greenish now

I can take a look at those meshes if needed.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Good-One-Driver on Sun, 23 Aug 2009 22:28:31 GMT
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not bad tbh but yea make it pure white it those look green

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by ErroR on Sun, 23 Aug 2009 22:45:07 GMT
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it has bump maps in hl2 but here I added a little white only, also it's whiter it's just in a shadow

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Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Chance4mrackz on Tue, 25 Aug 2009 13:09:38 GMT
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Totally change the Color, Red or Yellow

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Altzan on Tue, 25 Aug 2009 13:11:19 GMT
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GivemeaChance wrote on Tue, 25 August 2009 08:09Totally change the Color, Red or Yellow

There's my vote.
Like the others said, looks nice but the color needs work.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by ErroR on Tue, 25 Aug 2009 13:31:55 GMT
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ok   but that's the original

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Altzan on Tue, 25 Aug 2009 14:59:24 GMT
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ErroR wrote on Tue, 25 August 2009 08:31ok   but that's the original

If that's the original color, then changing it means your model is better than the original then

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Wildcards on Tue, 25 Aug 2009 20:39:14 GMT
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Really excellent work!

Is it possible to rig it to replace Mobius Suit Sydney?

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by ErroR on Tue, 25 Aug 2009 20:48:39 GMT
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sure

```
File Attachments
1) c_ag_gdi_psyd.W3D, downloaded 246 times
```

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Wildcards on Fri, 28 Aug 2009 23:44:11 GMT
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ErroR wrote on Tue, 25 August 2009 13:48sure
Wow, you work fast.

Looks great by the way, except when the weapons on the back sometimes sink into the body .
Other than that, it is good. Thank you.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by IAmFenix on Sat, 29 Aug 2009 01:16:58 GMT
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Altzan wrote on Tue, 25 August 2009 08:11GivemeaChance wrote on Tue, 25 August 2009
08:09Totally change the Color, Red or Yellow

There's my vote.
Like the others said, looks nice but the color needs work.
DYI?
Paint.net & Overlay your favorite color?
Awesome model, but it's not the kind for me.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Altzan on Sat, 29 Aug 2009 19:58:39 GMT
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IAmFenix wrote on Fri, 28 August 2009 20:16Altzan wrote on Tue, 25 August 2009 08:11GivemeaChance wrote on Tue, 25 August 2009 08:09Totally change the Color, Red or Yellow

There's my vote.
Like the others said, looks nice but the color needs work.
Paint.net & Overlay your favorite color?

Heh, I might just do that.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Genesis2001 on Sat, 29 Aug 2009 21:57:58 GMT
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It looks like something from HL2. :/ lol (Note: I've only had about 2-3 hours *total* of play-time on HL2)

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Sir Kane on Sat, 29 Aug 2009 23:04:53 GMT
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What the fuck.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by IAmFenix on Sun, 30 Aug 2009 00:04:47 GMT
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Zack wrote on Sat, 29 August 2009 16:57It looks like something from HL2. :/ lol (Note: I've only had about 2-3 hours *total* of play-time on HL2)
It's based off of HL2, he made a combine elite and made it somewhat feminine.(And I thought it was impossible to do something like that   )

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Iamgoofball on Thu, 22 Apr 2010 05:13:02 GMT
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IAmFenix wrote on Sat, 29 August 2009 19:04Zack wrote on Sat, 29 August 2009 16:57It looks like something from HL2. :/ lol (Note: I've only had about 2-3 hours *total* of play-time on HL2)

It's based off of HL2, he made a combine elite and made it somewhat feminine.(And I thought it was impossible to do something like that)The combine assassin was a scrapped beta enemy. he must of been basing it off of that.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by snpr1101 on Thu, 22 Apr 2010 09:42:19 GMT
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I dislike it tbh. Is the wonky looking left arm the mesh issues you were referring to?

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Sean on Thu, 22 Apr 2010 11:49:59 GMT
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Nice.

idk if you released a similar version a while back, because I remember using that as my skin for a sakura for a good 2months. In the beginning it seamed fine, but I found it harder to headshot because it was too white. This one looks better.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by GEORGE ZIMMER on Thu, 22 Apr 2010 18:28:36 GMT
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HOLY FUCK

AWESOME.

I DID NOT SEE THIS BEFORE.

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Kimb on Thu, 22 Apr 2010 21:12:35 GMT
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its nice, but theres something about that color... i cant point my finger at it

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Subject: Re: [Model Replacement]Combine Female Assasin
Posted by ErroR on Fri, 23 Apr 2010 11:58:31 GMT
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Kimb wrote on Fri, 23 April 2010 00:12its nice, but theres something about that color... i cant point my finger at it
In hl2 it has pretty bump maps and shaders to make it look better. Here, it doesn't.
snpr1101 wrote on Thu, 22 April 2010 12:42I dislike it tbh. Is the wonky looking left arm the mesh issues you were referring to?
No, there are some problems with the boots, they stick out mesh spikes sometimes. In the old version it did it all the time, but in this one it seems to not happen.

BTW: It is white! it looks gray because it's under the shadow of the HoN

Subject: Re: [Model Replacement]Combine Female Assasin
Posted by Kimb on Fri, 23 Apr 2010 20:20:33 GMT
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ErroR wrote on Fri, 23 April 2010 06:58Kimb wrote on Fri, 23 April 2010 00:12its nice, but theres something about that color... i cant point my finger at it
In hl2 it has pretty bump maps and shaders to make it look better. Here, it doesn't.
Must be why