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Subject: havoc-->reborn commando

Posted by [NACHO-ARG](#) on Thu, 28 Apr 2011 06:52:50 GMT

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hello ppl due to the help of some guys that i contact here i learn some basic renx skills so now i want to share some of my progres and know what you think.

model creator: reborn team

[http://syckaudio.com/renegadeskins/users/nachos85/havoc%20camouflage%20vecion%202 .rar](http://syckaudio.com/renegadeskins/users/nachos85/havoc%20camouflage%20vecion%202.rar)

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Subject: Re: havoc-->reborn commando

Posted by [Omar007](#) on Thu, 28 Apr 2011 10:29:15 GMT

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In b4 building bar rage fest

IMO the head doesn't look/feel right to me.

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Subject: Re: havoc-->reborn commando

Posted by [Reaver11](#) on Thu, 28 Apr 2011 11:41:57 GMT

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I understand you are using camouflage as your theme but maybe the yellow blue deadsix style would suit it better.

That way you could make the glass (sky)blue and maybe the face of havoc looks better that way.

Or just change the color of the helmets glass to darkblue and correct the gdi logo

That's just my opinion do with it what you want.

Nearly looks as if the helmet itself is broken in a few pieces are you sure all the vertices are still attached correctly?

+ when making screenshots try to only display the model/skin that you want to show.

For the rest keep trying and working and who knows where you will end up

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Subject: Re: havoc-->reborn commando  
Posted by [GraYaSDF](#) on Thu, 28 Apr 2011 15:43:54 GMT  
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Nice idea, comrade! But how this idea came to mind? Anyway, he is really kickass commando now (as McHeill)

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Subject: Re: havoc-->reborn commando  
Posted by [Altzan](#) on Thu, 28 Apr 2011 15:56:16 GMT  
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I don't really see Havoc wearing one of those... but you do make it look good.

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Subject: Re: havoc-->reborn commando  
Posted by [NACHO-ARG](#) on Thu, 28 Apr 2011 17:58:12 GMT  
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thanks guys i will keep working whit this one and see if i can make it look beter

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Subject: Re: havoc-->reborn commando  
Posted by [GraYaSDF](#) on Fri, 29 Apr 2011 10:45:41 GMT  
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NACHO-ARG wrote on Thu, 28 April 2011 21:58thanks guys i will keep working whit this one and see if i can make it look beter  
I think, Havoc's texture needs bigger resolution and fine details. And some glitches on his head, I know you can fix it.

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Subject: Re: havoc-->reborn commando  
Posted by [NACHO-ARG](#) on Fri, 06 May 2011 06:34:46 GMT  
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i think the texture is fine, it seams a litle bit mess up but that is the camo rotating efect like the one sbh uses. as for the helmet i really had a lot of fun trying to align the inside par of it lol, and the glass part i agree it needs some fixes to look beter, btw thanks for your advice guys.

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Subject: Re: havoc-->reborn commando  
Posted by [Stefan](#) on Thu, 26 May 2011 13:17:59 GMT  
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his head is too big.

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