Subject: GDI & Nod Bunkers
Posted by General Havoc on Fri, 28 Feb 2003 00:54:10 GMT
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Here are some bunkers i have been working on. These are in fact my first model i hvae ever made in RenX. i know i have helped people using RenX before but i have never made anything before. There are some screenshots below. The bunker is 267 Polygons and has 2 textures on each bunker. The model has been optimised and had it'd bottom faces culled to reduce polys. Let me know what you think of it. Remeber this is my frist model. I worked on it for about 3 hours which also included me learning how to texture.

http://generalhavoc.port5.com/MD01.jpg
http://generalhavoc.port5.com/MD02.jpg
http://generalhavoc.port5.com/MD03.jpg
http://generalhavoc.port5.com/MD04.jpg
http://generalhavoc.port5.com/MD05.jpg

I'd like to welcome everyone to the new home of the Renegade Public Forums.

Edit: I fixed the images now, i'm using the URL tag not the IMG tag. Thanks Blazer