Subject: Re: Assassin's Creed Models
Posted by Spyder on Mon, 17 Jan 2011 12:21:51 GMT
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Get the game, extract models, import in 3DS Max, rig the character, export for Renegade.

Be prepared for crashes with this method since these games use high poly models, which Renegade doesn't (fully?) support.

Or just search the internet for some fan made models.