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Subject: CNC Commando: M16A2  
Posted by [Havoc 89](#) on Sun, 23 May 2004 23:46:20 GMT  
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CNC Commando's M16A2 with 1342 polies in triangle, fully skinned and ready for action!

Modeled and Skinned by Me

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Subject: CNC Commando: M16A2  
Posted by [Nodbugger](#) on Sun, 23 May 2004 23:53:22 GMT  
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it looks good. It is a little thing and why does it look covered in snow and why is it all shiny?

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Subject: CNC Commando: M16A2  
Posted by [Havoc 89](#) on Sun, 23 May 2004 23:55:39 GMT  
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that is cuz of the lights. this isnt w3d rendering, it is 3ds max

EDIT: Here is a picture of it with no lighting

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Subject: CNC Commando: M16A2  
Posted by [Doitle](#) on Mon, 24 May 2004 00:14:46 GMT  
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Ya looks good though dood, I think better without the 3dsm lighting... lol... It's like it's in an ion cannon strike or something...

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Subject: CNC Commando: M16A2  
Posted by [Havoc 89](#) on Mon, 24 May 2004 00:52:30 GMT  
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it looks pretty

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Subject: CNC Commando: M16A2  
Posted by [Spice](#) on Mon, 24 May 2004 01:06:13 GMT  
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It is , I like it. Your a great weapon modeler. Excellent job

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Subject: CNC Commando: M16A2  
Posted by [Nodbugger](#) on Mon, 24 May 2004 01:36:40 GMT  
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that looks better. i would recomend making the body more black and less metallic. It looks like an airsoft gun.

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Subject: CNC Commando: M16A2  
Posted by [Doitle](#) on Mon, 24 May 2004 03:39:08 GMT  
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Ya Nodbuggers right it does kinda look like an airsoft gun... It doesn't look... I dont want to say heavy cause there not, nor do I want to say metal cause there not . So I'll say It needs to look meaner.

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Subject: CNC Commando: M16A2  
Posted by [Havoc 89](#) on Mon, 24 May 2004 03:56:20 GMT  
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Honestly, I have no idea what you mean. It looks like it has alot of metal, and doesnt really look like an airsoft to me, besides teh shinyness is the cause of the lighting effect of 3ds max.

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Subject: CNC Commando: M16A2  
Posted by [\\_ToXiN\\_](#) on Mon, 24 May 2004 07:44:59 GMT  
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Dude, that looks sweet.

the skin part on the barrel (the part that covers it, you know what i mean) could use a little work, looks a bit blurry, but otherwise it rules.

Oh and the clip is a little roundish looking, but i'm guessing thats just the view.

But otherwise its sweet.

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Subject: CNC Commando: M16A2  
Posted by [icedog90](#) on Mon, 24 May 2004 07:57:33 GMT  
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I agree with Nodbugger. It's a pretty good skin though. Except, the barrel is somewhat blurry.

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Subject: CNC Commando: M16A2  
Posted by [Nodbugger](#) on Mon, 24 May 2004 11:54:38 GMT  
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What I am trying to get at is to try and make it more matte.

<http://www.gunshop-urawa.co.jp/coramu05m1601.htm>

like this.

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Subject: CNC Commando: M16A2  
Posted by [phlakaton](#) on Mon, 24 May 2004 17:27:04 GMT  
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That sucker has more polys than a character model. lol.

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Subject: CNC Commando: M16A2  
Posted by [NeoX](#) on Mon, 24 May 2004 17:31:00 GMT  
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You dont know what I smoke do you? Regardless the skin and model looks great but I am lead to believe its a photoskin none the less it looks good.

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Subject: CNC Commando: M16A2  
Posted by [Deactivated](#) on Mon, 24 May 2004 17:37:41 GMT  
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phlakatonThat sucker has more polys than a character model. lol.

I think then you're going to drop as you hear that the Single Player/Cinematic-only Cargo truck has 3500 polys.

Here is the old Renegade M16 for comparison.

<http://www.cannis.net/commando/images/renegade/concept/hires038.jpg>

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Subject: CNC Commando: M16A2  
Posted by [DarkFish](#) on Mon, 24 May 2004 17:56:58 GMT  
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Now that's what I call low-poly.

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Subject: CNC Commando: M16A2  
Posted by [Jaspah](#) on Mon, 24 May 2004 20:31:48 GMT  
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If that's 3,500 polygons... that makes me wonder how much polygons the Hellbender in UT2004 is.

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Subject: CNC Commando: M16A2  
Posted by [phlakaton](#) on Mon, 24 May 2004 20:36:02 GMT  
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aww.... dont even bother comparing assets of todays games with Renegades... you'll be crying a river. LOL. Hell, some RTS's are using characters with the same number polys as Renegade's. Yikes! The new LOTR rts at EA has 300 poly characters... some of Renegade's were around that same #. Hehe.

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Subject: CNC Commando: M16A2  
Posted by [maytridy](#) on Mon, 24 May 2004 20:42:14 GMT  
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You just wait for Half Life 2.

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Subject: CNC Commando: M16A2  
Posted by [phlakaton](#) on Mon, 24 May 2004 20:44:33 GMT  
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Oh ya... they are using some nice stuff... the Doom 3 normal mapping is some crazy stuff... I'm not a big fan of it personally but it's pretty cool in low light like they're doing.

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Subject: CNC Commando: M16A2  
Posted by [Deactivated](#) on Tue, 25 May 2004 09:34:55 GMT  
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j4S[p]If that's 3,500 polygons... that makes me wonder how much polygons the Hellbender in UT2004 is.

The body itself is just "only" 2500 polys, but the six wheels add another 1000 to count. Each wheel is about 167 polys.

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