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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [Spice](#) on Thu, 21 Oct 2004 02:23:19 GMT

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Prometheus has just finished modeling and texuring the New E11- Blaster for Renegade: A New Hope TC mod for renegade. The model , The UVW unwrap and the 512x512 Texture map were all done by him.

Neosaber will set this up in game when he can. This one replaces the old model and will be carried default by Imperial Storm Troopers.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [SuperFlyingEngi](#) on Thu, 21 Oct 2004 02:39:17 GMT

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Not enough detail. Good for a third-person model, but not first.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [icedog90](#) on Thu, 21 Oct 2004 03:12:14 GMT

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SuperFlyingEngiNot enough detail. Good for a third-person model, but not first.

I agree too, I don't know why he released it so early. Looks the same as it did when it was 10% complete. Which, Exdeath, I think you made a mistake, it's not finished, Prometheus told me it's not.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [htmlgod](#) on Thu, 21 Oct 2004 09:33:22 GMT

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Having looked at dozens of reference pictures for this weapon, I can honestly tell you that there isn't really any more detail that could be added, even if I was dissatisfied with the model/texture in some way, which I am not.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [Renardin6](#) on Thu, 21 Oct 2004 13:18:26 GMT

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I like the model and the texture ! Awesome work

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [AircraftkillerX](#) on Thu, 21 Oct 2004 13:37:49 GMT  
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Renardin6l like the model and the texture ! Awesome work

I tough u wouldn't come back here. Well for such comments, it's ok.

I would say : add scratch and it will be perfect.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [Sir Phoenixx](#) on Thu, 21 Oct 2004 14:28:02 GMT  
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Well, it's better then nothing... It needs a lot more detail, I looked up the weapon on google, and that Starwars gun has much more parts and details then that. Also, it's very low quality, there should be more segments on the trigger guard so it's a little more rounded, and the trigger is also shaped differently, etc.. The two things on the front top of the gun (which look like iron sights) aren't solid with simple holes in them, they're just wire.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [Sn1per XL](#) on Thu, 21 Oct 2004 15:28:20 GMT  
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This is the version that I used for a refernce.  
<http://www.home.no/tpaso/images/pis1.jpg>

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [Spice](#) on Thu, 21 Oct 2004 21:25:45 GMT  
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I think it loks great. Most people play in third person view anyhow.

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Subject: SWmod Update: New Imperial E11- Blaster  
Posted by [NeoX](#) on Thu, 21 Oct 2004 21:26:44 GMT  
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I think it looks fine fore renegade good work.P.S Sn1per XL could you make a tutorial on how to make metal like your signature? Thanks.

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