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Subject: some new models...

Posted by [JVP](#) on Sat, 01 Mar 2003 23:33:14 GMT

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<http://www.gibnynex.gi/home/sailinggibraltar/gfx/bike3.jpg>

<http://www.gibnynex.gi/home/sailinggibraltar/gfx/helipad2.jpg>

[http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo\\_in\\_lvledit.jpg](http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo_in_lvledit.jpg)

[http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo\\_int.jpg](http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo_int.jpg)

[http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo\\_int\\_ingame.jpg](http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo_int_ingame.jpg)

opinions please

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Subject: some new models...

Posted by [Dishman](#) on Sun, 02 Mar 2003 00:53:29 GMT

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Heh that's a lot of pics.....anyway, add some eye candy to them to make it more interesting, like interiors or towers or something. And texture them, much texturing will do you good.

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Subject: some new models...

Posted by [mike9292](#) on Sun, 02 Mar 2003 01:10:46 GMT

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HELP I CANT MODEL!!! someone help i need tuts or soemthing btw nice model

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Subject: some new models...

Posted by [Blazer](#) on Sun, 02 Mar 2003 01:59:39 GMT

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As I have said in the FAQ and in the sticky....please either resize your images to a smaller size, or just post a link to them offsite somewhere (like the n00bstories.com image uploader).

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Subject: some new models...

Posted by [OrcaPilot26](#) on Sun, 02 Mar 2003 02:23:17 GMT

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Those buildings actually look pretty good, but what's the polycount.

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Subject: some new models...

Posted by [Sir Phoenixx](#) on Sun, 02 Mar 2003 03:00:44 GMT

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Nice...

What's that bottom picture supposed to be?

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Subject: some new models...

Posted by [Deafwasp](#) on Sun, 02 Mar 2003 03:55:25 GMT

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the inside of the nod missile silo.

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Subject: some new models...

Posted by [JWP](#) on Sun, 02 Mar 2003 10:36:22 GMT

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bike: 826 polys (360 are from the wheels , the main chassis is 134 polys)

helipad: 581 polys

silos exterior: 1043 polys

silos interior: 1083 polys

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Subject: some new models...

Posted by [Rich\[HN\]](#) on Sun, 02 Mar 2003 11:19:17 GMT

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Nice! get them into a map!

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Subject: some new models...

Posted by [JWP](#) on Sun, 02 Mar 2003 11:23:12 GMT

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they are all for a TS mod I'm working on with cept, slayer and triformer, so when they are all textured and the mod is nearly finished, they will be put into a map. We have finished most of the buildings and some of the vehicles but no weapons or characters yet

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Subject: some new models...

Posted by [Rich\[HN\]](#) on Sun, 02 Mar 2003 11:28:03 GMT

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Get some help from people

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Quote:  
Not me!

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Subject: some new models...  
Posted by [JWP](#) on Sun, 02 Mar 2003 11:37:26 GMT  
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[http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo\\_all\\_in\\_lvledit.jpg](http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo_all_in_lvledit.jpg)  
the missile silo with it's interior

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Subject: some new models...  
Posted by [snipefrag](#) on Sun, 02 Mar 2003 18:44:15 GMT  
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If a Gdi can get a ion in there or sumthing (not sure how it will work) Nod will have a hell of a job to find it lol

PLUS i would love to beta test that !!!!!!!!!!!!!!!!

Chett2001@hotmail.com

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