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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 09:32:00 GMT

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Been working on a M1 rifle model in the last couple days, and its almost done. Since it is soo close to being done figured I'd post it up and see what people think . There is still alittle more texturing to do, but that is all thats left, and yes I know I went nutz on the poly count this time . The rifle is at the bottom

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 10:15:00 GMT

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Really nice You are a good modeler

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 10:42:00 GMT

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cool, u do model good

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 11:46:00 GMT

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Thank you I just wish I would have took alittle longer to make that rifle with less polys . I might remake it later but got pink eye in both eyes right now can barly see.

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 16:31:00 GMT

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They both look cool. Why don't you just use the optimize modifier?

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 19:40:00 GMT

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Can you put that in game and make it replace the sniper gun that the NOD sniper and the GDI sniper use?

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 19:40:00 GMT

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neato

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Subject: M1 sniper rifle

Posted by [Anonymous](#) on Thu, 31 Oct 2002 20:13:00 GMT

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Well I do know I can, but I don't know how. So I guess the answer is "I" can't. Oh well I have fun making these, but it would be nice to use them. Belive me I have tried to find out, but I can't find a tutorial in the forums that covers everything needed to rig the weapon.

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