Subject: RA: A Path Beyond - Colt M1911A1
Posted by Sir Phoenixx on Thu, 01 Dec 2005 22:02:50 GMT

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Tanya's new Colt .45s are finally complete. The texture was made by Venompawz, this being her first weapon texture. The model was of course made by me (http://renalert.planetcnc.gamespy.com/forum/index.php?showto pic=7038).

Next to be textured is the Beretta.

File Attachments
1) M1911A1_textured.jpg, downloaded 1001 times

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good job, guys, both of ya.

How will that look in w3d?

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by SuperFlyingEngi on Thu, 01 Dec 2005 22:15:15 GMT
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Good model.

Same with the texture except that the main metal part makes the gun appear to be made out of aluminum cans. In-game though, it won't matter. Nice work.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by reborn on Thu, 01 Dec 2005 22:19:06 GMT
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That texture looks seriously awesome man.

Got any in-game screenshots?

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Jecht on Thu, 01 Dec 2005 22:57:21 GMT
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awesome detail.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by bandie63 on Thu, 01 Dec 2005 22:59:15 GMT
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Awesome. One question: wouldn't those screws in the clip affect the, umm, bullets? Correct me if I'm wrong.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Sir Phoenixx on Thu, 01 Dec 2005 23:12:53 GMT
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Magazine, and they weren't supposed to be screws, but holes to see how many bullets are left.

It is kind of misleading when first looking at an image of a real magazine, but when looking closely you can see that that's the spring showing up through the holes and not slots on the screw heads.

Magazine referrence

This will be fixed.

W3D Screenshot:

File Attachments

1) M1911a1_4.jpg, downloaded 557 times

2) M1911A1_w3d.jpg, downloaded 809 times

Object controls

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by rm5248 on Fri, 02 Dec 2005 00:03:52 GMT
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SuperFlyingEngi wrote on Thu, 01 December 2005 16:15Same with the texture except that the main metal part makes the gun appear to be made out of aluminum cans. In-game though, it won't matter. Nice work.

I agree completely.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by PointlessAmbler on Fri, 02 Dec 2005 00:32:41 GMT
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Here's some W3D shots with high detail. This is what it'll look like ingame for those of us with good graphics cards.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Sir Phoenixx on Fri, 02 Dec 2005 01:55:25 GMT
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Yeah, my graphics card sucks...

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Venom Pawz on Fri, 02 Dec 2005 02:09:49 GMT
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Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by m1a1_abrams on Fri, 02 Dec 2005 02:10:58 GMT
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Great work

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by icedog90 on Fri, 02 Dec 2005 02:18:13 GMT
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Sir Phoenixx wrote on Thu, 01 December 2005 17:55Yeah, my graphics card sucks...

http://n00bstories.com/image.fetch.php?id=1034623266 :3

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Chronojam on Fri, 02 Dec 2005 02:52:50 GMT

Sexy like the girl that made it =O

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by YSLMuffins on Fri, 02 Dec 2005 03:18:02 GMT

That pistol is very sexy.

But was the US involved in the first Red Alert?

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Chronojam on Fri, 02 Dec 2005 04:23:33 GMT

For sure XD Many US weapons were involved, and in the end, manpower too.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Spice on Fri, 02 Dec 2005 05:20:26 GMT

Absolutely beautiful!

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Coolrock on Fri, 02 Dec 2005 13:17:19 GMT

Very nice. Great work Venompawz

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Spice on Fri, 02 Dec 2005 18:37:52 GMT

YSLMuffins wrote on Thu, 01 December 2005 22:18That pistol is very sexy.

Venompawz! ^^^^

Subject: Re: RA: A Path Beyond - Colt M1911A1

Posted by Jaspah on Fri, 02 Dec 2005 23:29:39 GMT
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Looking good.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Renardin6 on Fri, 02 Dec 2005 23:55:38 GMT
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Decent first skin.

But I would work on those parts:

File Attachments
1) improvethis.jpg, downloaded 413 times

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Sir Phoenixx on Sat, 03 Dec 2005 03:26:31 GMT
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She already fixed that.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Renardin6 on Sat, 03 Dec 2005 18:33:20 GMT
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show me.

Subject: Re: RA: A Path Beyond - Colt M1911A1
Posted by Chronojam on Sun, 04 Dec 2005 03:14:21 GMT
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You can trust us, we don't lie to the community about our progress. You can see it just as soon as it shows up publicly.