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Subject: Towers I Modeled

Posted by [Kamuix](#) on Tue, 24 Jan 2006 02:13:06 GMT

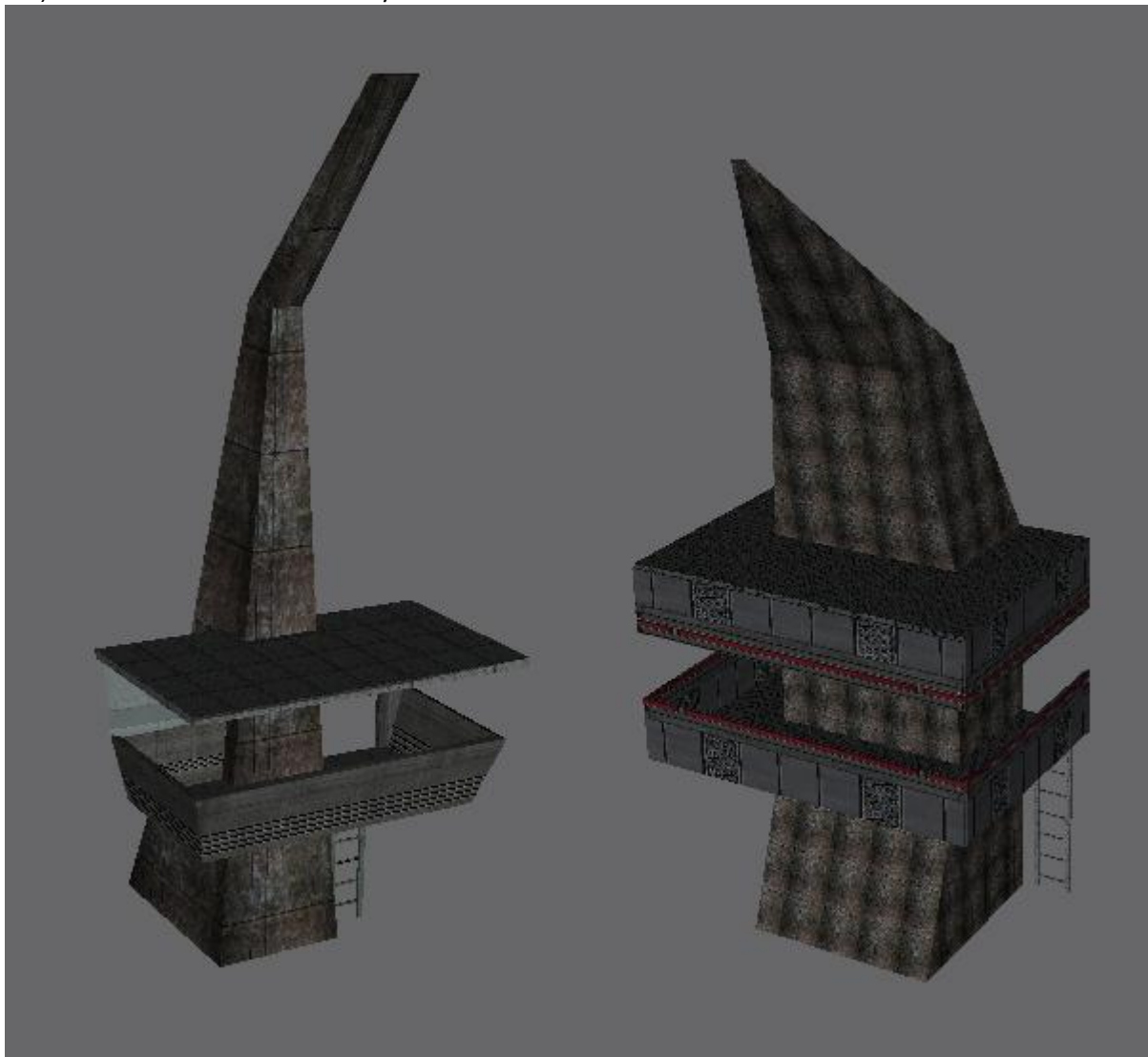
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I know these models are nothing specail. It didn't take me that long to make them really. Maybe a halfhour or less. Which one do you think looks better? I actually modeled one of these from an N64 game.

### File Attachments

1) [OblWtchTwr.JPG](#), downloaded 493 times



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Subject: Re: Towers I Modeled

Posted by [rm5248](#) on Tue, 24 Jan 2006 02:15:39 GMT

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Looks like they're from the Area 51 mission from Perfect Dark.

Ummm yeah, those textures could use a bit of work... The models are ok, though it looks like it took about 5 minutes of work for them...

The one on the right there reminds me of an Obelisk.

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Subject: Re: Towers I Modeled

Posted by [=HT=T-Bird](#) on Tue, 24 Jan 2006 02:32:54 GMT

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rm5248 wrote on Mon, 23 January 2006 20:15 Looks like they're from the Area 51 mission from Perfect Dark.

Ummm yeah, those textures could use a bit of work... The models are ok, though it looks like it took about 5 minutes of work for them...

The one on the right there reminds me of an Obelisk.

Ya know what, m8, ur probably right about the towers...even through the originals do have better texturing than those

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Subject: Re: Towers I Modeled

Posted by [PaRaDoX](#) on Tue, 24 Jan 2006 03:27:03 GMT

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oooOOOooo looks like i did talk you back into 3d modeling =P

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Subject: Re: Towers I Modeled

Posted by [Kamuix](#) on Tue, 24 Jan 2006 03:56:58 GMT

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lol I must admit you did . But yea i took actually both of those models from Perfect Dark but the one on the right I modeled after not playing the game for about 1 year so my memory of the tower was blurry. On the left was the one i made after. But this time i went close up and actually played the game and modeled it much more accurately.

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## File Attachments

1) [Oble.JPG](#), downloaded 410 times

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Subject: Re: Towers I Modeled

Posted by [BlazeDragon](#) on Tue, 24 Jan 2006 14:18:52 GMT

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Wow a model from perfect dark for 64,god I loved that game.If possible when you get some more work done on it I would love if you could release it for me to use on a few of my maps I'm working on:P.

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Subject: Re: Towers I Modeled

Posted by [Kamuix](#) on Tue, 24 Jan 2006 14:54:41 GMT

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I want to model a level from Pd but i'm not sure on which one i should.

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Subject: Re: Towers I Modeled

Posted by [Oblivion165](#) on Tue, 24 Jan 2006 18:40:54 GMT

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Now PD stuff, this is more like it.

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Subject: Re: Towers I Modeled

Posted by [=HT=T-Bird](#) on Tue, 24 Jan 2006 21:26:36 GMT

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Temple's already been modeled I think...how about Villa, Area 52, or Skedar? Villa, I think, would be really neat with the mini-buildings that Perira (idk how to spell his name lol) whipped up for C&C\_Haunted\_House...

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Subject: Re: Towers I Modeled

Posted by [Ryan3k](#) on Tue, 24 Jan 2006 21:50:36 GMT

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My vote would definitely be for "Area 52."

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Subject: Re: Towers I Modeled

Posted by [JRPereira](#) on Tue, 24 Jan 2006 22:40:21 GMT

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=HT=T-Bird wrote on Tue, 24 January 2006 16:26 Temple's already been modeled I think...how about Villa, Area 52, or Skedar? Villa, I think, would be really neat with the mini-buildings that Perira (idk how to spell his name lol) whipped up for C&C\_Haunted\_House...

Pereira!

[http://tiberios.justinpereira.com/haunted-house-2-structures /](http://tiberios.justinpereira.com/haunted-house-2-structures/)

Here ya go.

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