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Subject: Teh 3D Model

Posted by [Kamuix](#) on Thu, 06 Apr 2006 01:18:54 GMT

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Hey i just made a modelled this Personal type helicopter.

It did not take me very long. What do ya think.

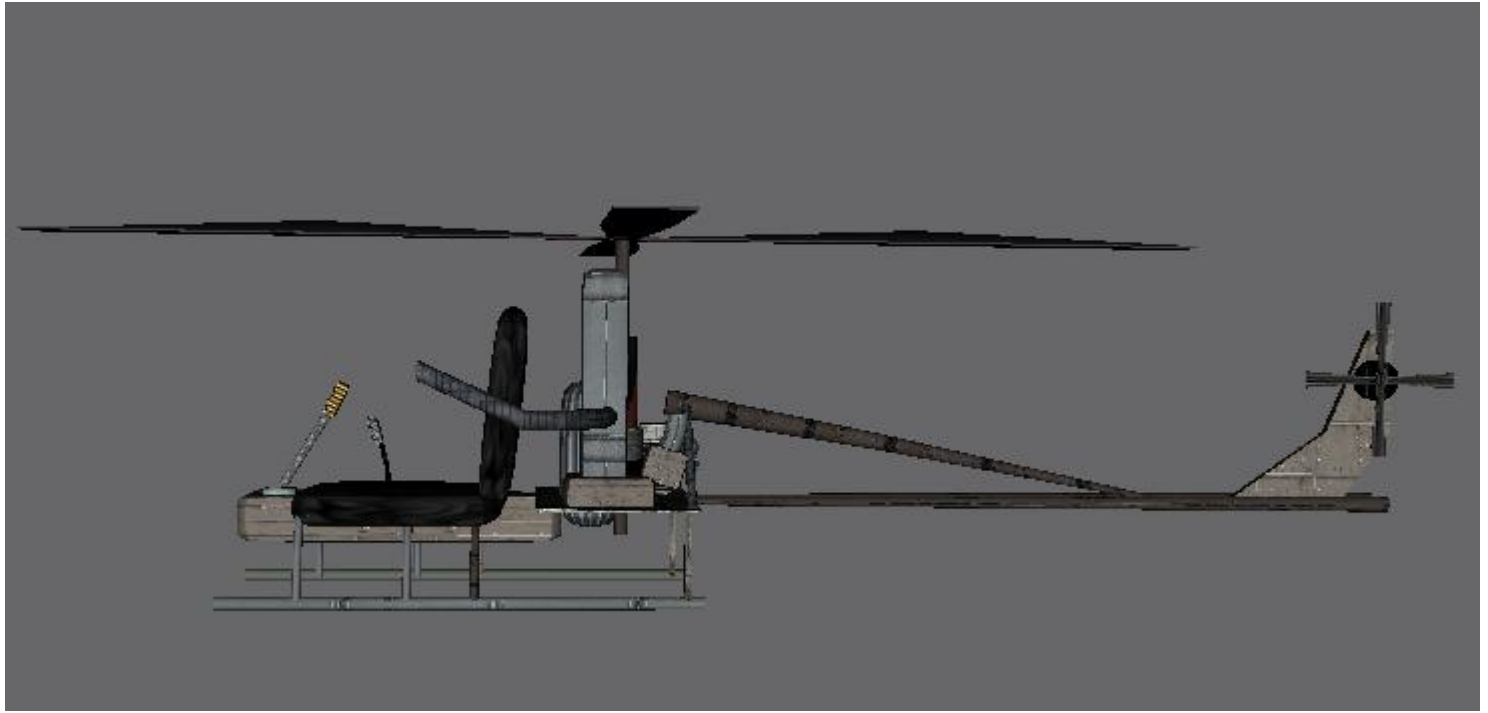
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### File Attachments

1) [HeliG1.JPG](#), downloaded 1231 times



2) [HeliH2.JPG](#), downloaded 1224 times



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Subject: Re: Teh 3D Model

Posted by [Shadow2256](#) on Thu, 06 Apr 2006 01:37:19 GMT

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That is freakin sweet. The only thing you need to do with it now is make it so that when you get in it, it will show your player in the seat .

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Subject: Re: Teh 3D Model

Posted by [jonwil](#) on Thu, 06 Apr 2006 03:48:14 GMT

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I got scripts to take care of that part

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Subject: Re: Teh 3D Model

Posted by [Viking](#) on Thu, 06 Apr 2006 06:57:41 GMT

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See if they will use it in RP2 go ask blazea

<http://rp2.clicdev.com/f/>

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Subject: Re: Teh 3D Model  
Posted by [Jaspah](#) on Thu, 06 Apr 2006 19:32:08 GMT  
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o.O

Interesting.

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Subject: Re: Teh 3D Model  
Posted by [tooncy](#) on Thu, 06 Apr 2006 20:25:15 GMT  
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I like it. It could use a gun or two though.

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Subject: Re: Teh 3D Model  
Posted by [Aprime](#) on Thu, 06 Apr 2006 20:36:39 GMT  
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Concretecopter

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Subject: Re: Teh 3D Model  
Posted by [Spice](#) on Fri, 07 Apr 2006 08:04:11 GMT  
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It's looks pretty decent.

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Subject: Re: Teh 3D Model  
Posted by [JeepRubi](#) on Fri, 07 Apr 2006 12:13:57 GMT  
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It looks like your head would get chopped off if you were too tall.

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Subject: Re: Teh 3D Model  
Posted by [KimoSabe7](#) on Fri, 07 Apr 2006 16:25:04 GMT  
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then we shall make an army of midgets? and it would be kool if we could shoot the pilot while they are flying and watnot ^\_^

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Subject: Re: Teh 3D Model  
Posted by [Shadow2256](#) on Fri, 07 Apr 2006 20:55:19 GMT  
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that would suck if you were driving it though.

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Subject: Re: Teh 3D Model  
Posted by [Mad Ivan](#) on Fri, 07 Apr 2006 21:45:47 GMT  
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lol, it's the new roflcopter!!!

Good work, thought

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Subject: Re: Teh 3D Model  
Posted by [KimoSabe7](#) on Fri, 07 Apr 2006 23:21:22 GMT  
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Shadow2256 wrote on Fri, 07 April 2006 15:55that would suck if you were driving it though.

darn too bad nothing is perfekt? theres always a downside to everything lol this one being the pilot getting shot just CAUSE!

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Subject: Re: Teh 3D Model  
Posted by [Kamuix](#) on Fri, 07 Apr 2006 23:58:33 GMT  
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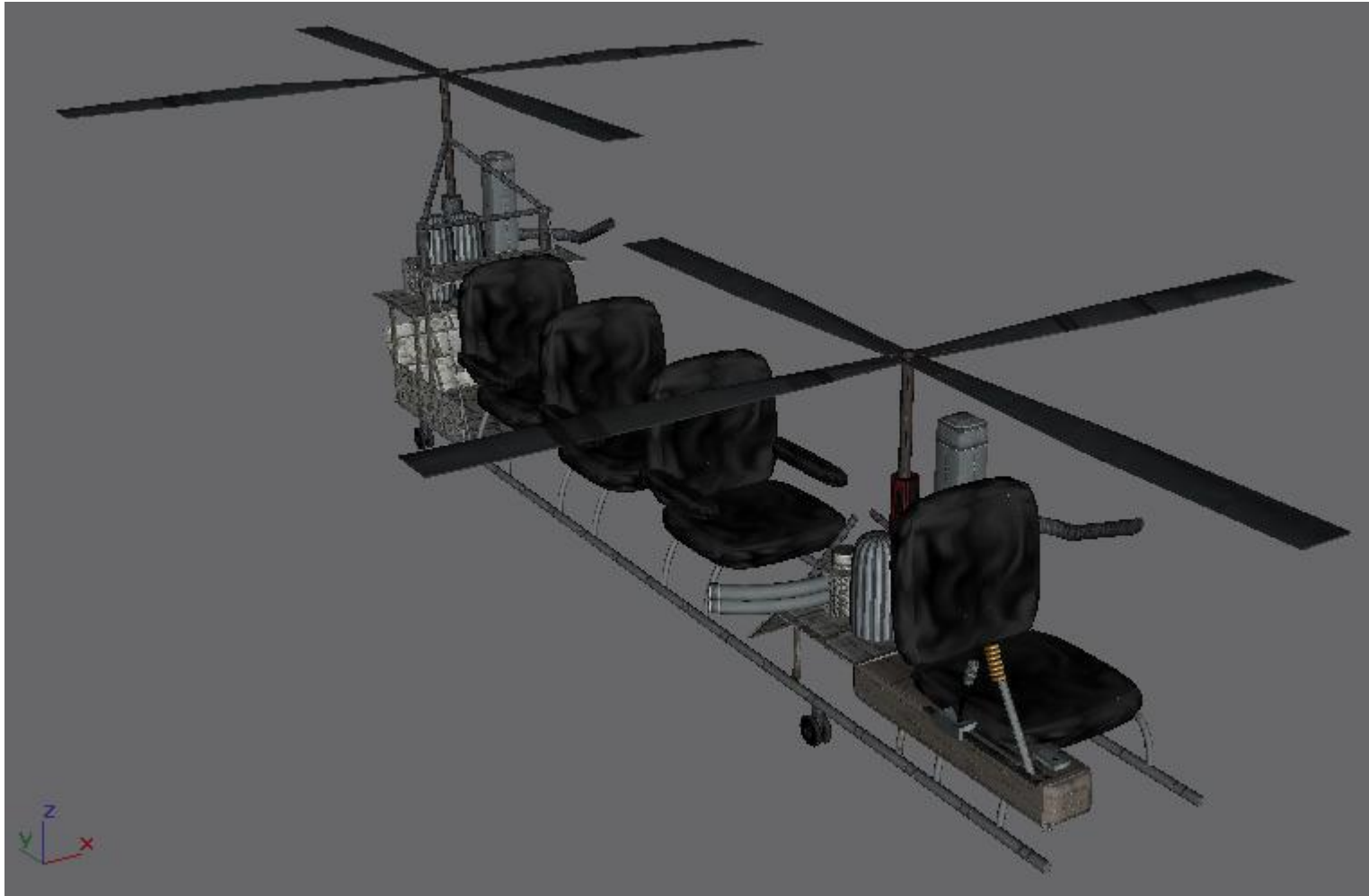
Thanks for all the compliments . I made this one too but i wasn't so sure about it. Its the same type only more like a chinook tandem rotor helicopter.

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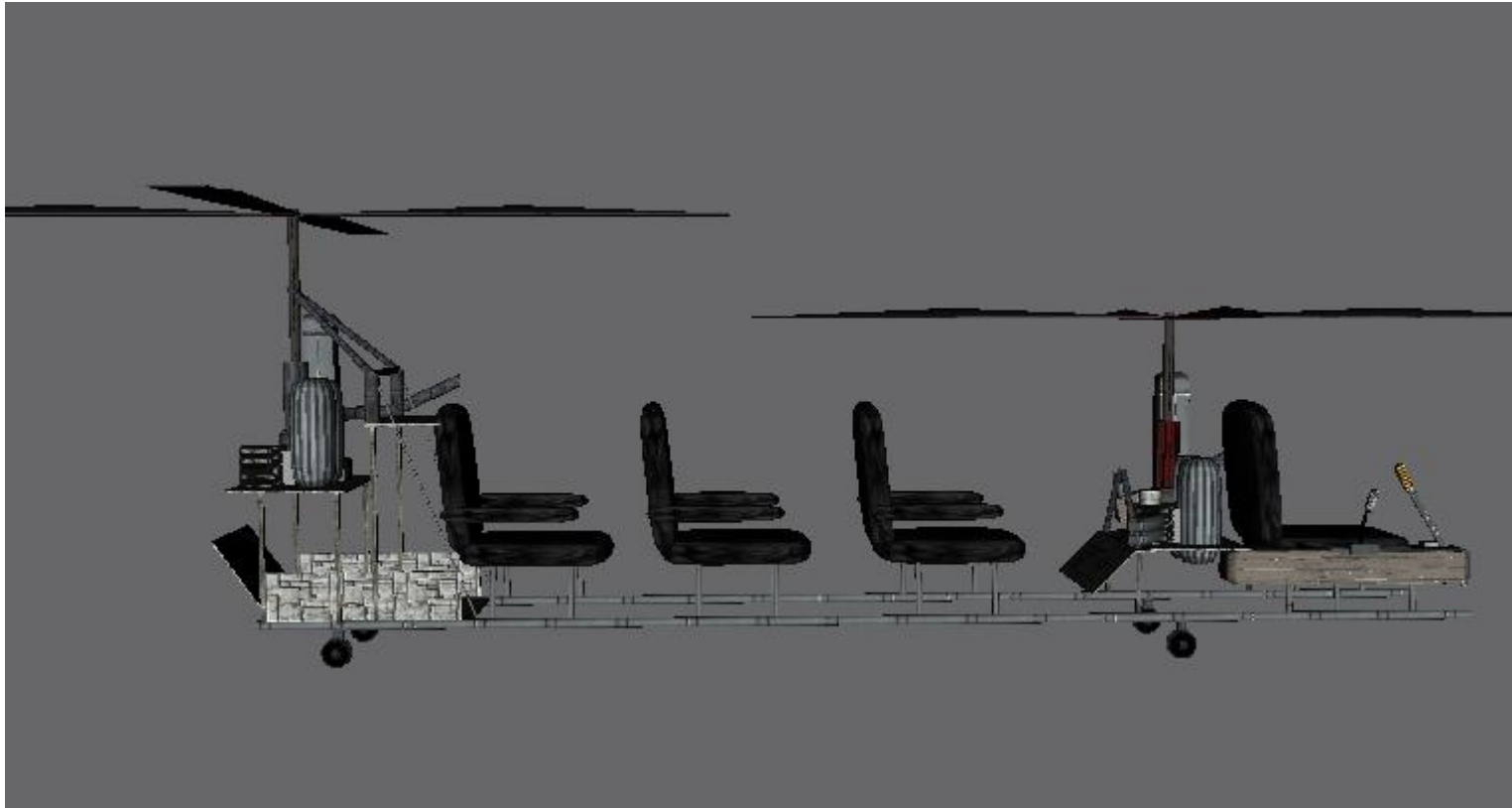
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1) [T-heli2.JPG](#), downloaded 848 times

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2) [T-Heli3.JPG](#), downloaded 836 times



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Subject: Re: Teh 3D Model

Posted by [WNxCABAL](#) on Sat, 08 Apr 2006 11:43:03 GMT

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hehe, cool!

You can just imagine...

"This is your pilot speaking, everybody put your hands up if your aren't gay!"

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Subject: Re: Teh 3D Model

Posted by [JeepRubi](#) on Sat, 08 Apr 2006 11:49:24 GMT

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Lucky guy in the back.....

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Subject: Re: Teh 3D Model

Posted by [KimoSabe7](#) on Sat, 08 Apr 2006 16:36:31 GMT

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Jeep Rubi wrote on Sat, 08 April 2006 06:49Lucky guy in the back.....

LOL! he the only one not gonna get decapitated by the prop lol

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Subject: Re: Teh 3D Model

Posted by [JeepRubi](#) on Sat, 08 Apr 2006 19:03:59 GMT

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Hey, i could use that in the mod ive started.

<http://www.renegadeforums.com/index.php?t=msg&th=19330&amp;start=0&rid=5029>

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Subject: Re: Teh 3D Model

Posted by [Berkut](#) on Sun, 09 Apr 2006 21:39:00 GMT

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I'm 6'0. I couldn't go near that thing Oh well.

Heh. Looks like DaVinci and Sikorsky got together on that one.

Still, it's better than what I could do. I have trouble using frikken Auto-CAD.

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Subject: Re: Teh 3D Model

Posted by [Obelisk](#) on Sun, 09 Apr 2006 22:42:36 GMT

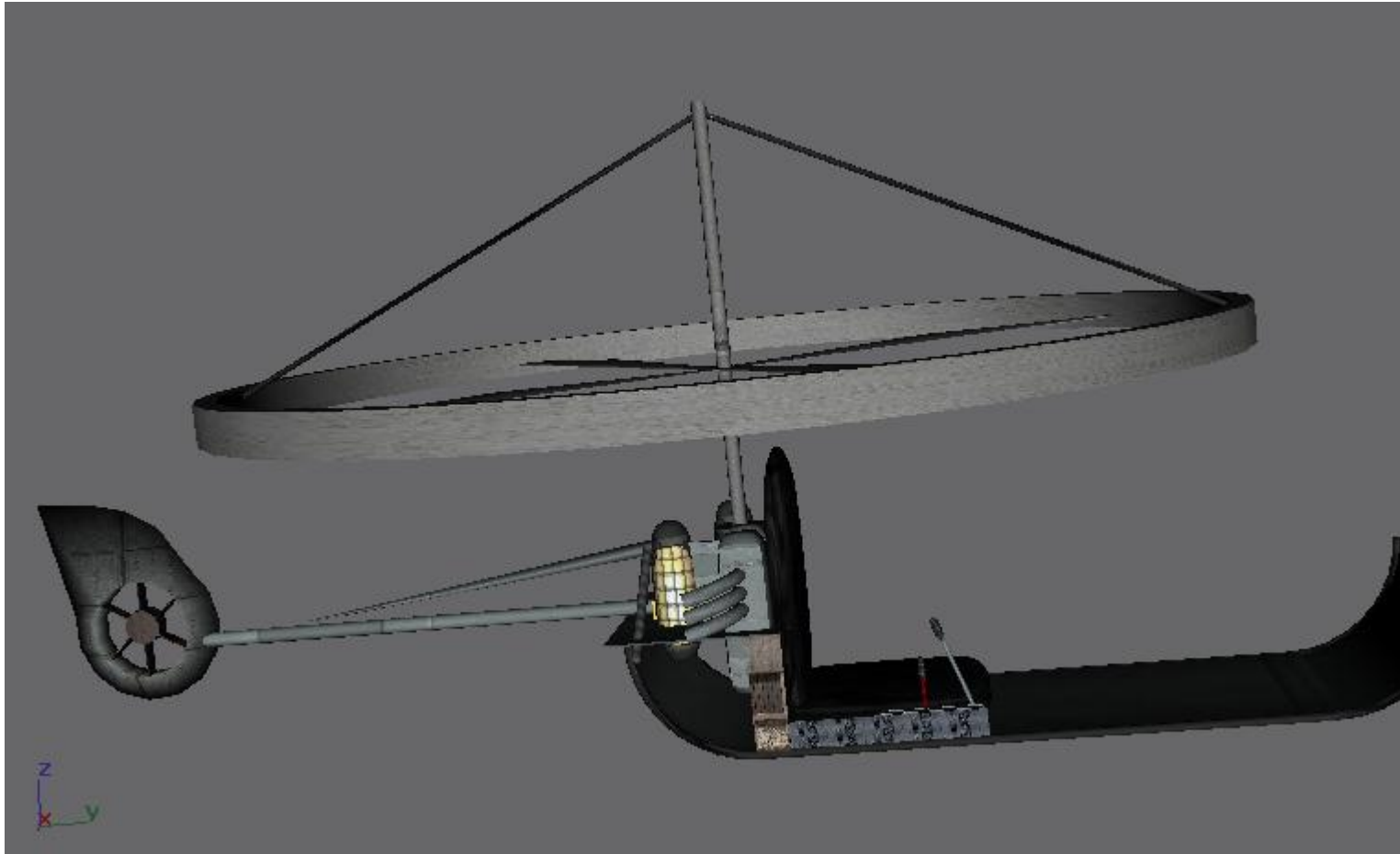
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1) [Helisled2.JPG](#), downloaded 751 times

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Subject: Re: Teh 3D Model  
Posted by [Kamuix](#) on Sun, 09 Apr 2006 22:43:46 GMT  
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Bah i thought i was logged in under me

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Subject: Re: Teh 3D Model  
Posted by [JeepRubi](#) on Mon, 10 Apr 2006 01:09:09 GMT  
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Why do you have two profiles for one forum?

Anyway, Phase game models arent made in auto-cad. For renegade you can use gmax or 3ds max + gmax for the w3d export.

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Subject: Re: Teh 3D Model



Posted by [Berkut](#) on Tue, 11 Apr 2006 01:56:21 GMT

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I was joking about the Auto-Cad bit. I was referring to my inability to use any art program whatsoever (though I have used Auto-Cad) due to my lack of artistic ability.

Example:

"Your essay was awesome! I can barely right my own name!"

Names are not written in essay form, duh. But rather the speaker's penmanship sucks. Do you get it? Meh. Sarcasm has changed these days. Oh well.

PS: I got a D in Technical drawing. I guess it helps tp be able to draw. : \

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Subject: Re: Teh 3D Model

Posted by [JeepRubi](#) on Tue, 11 Apr 2006 02:00:58 GMT

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In the mod forum, i usually dont take into consideration sarcasm. But somepeople are clueless and really mean things like that seriously.

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Subject: Re: Teh 3D Model

Posted by [Berkut](#) on Wed, 12 Apr 2006 00:14:34 GMT

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WOW. I talked to my math teacher about the first 3-D model on this page. He told me we used to have something like this (I think), during Vietnam. He tried to detail it to me, but I didn't get any sleep the previous night and nodded off during most of the conversation.

Anyways, do any of you know what he was referring to? If it did exist, did it work?

EDIT: What? Surely no one would make that mistake! If this forum truly is devoid of sarcasm, perhaps we should contribute?

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Subject: Re: Teh 3D Model

Posted by [Kamuix](#) on Fri, 08 Sep 2006 01:51:08 GMT

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It was called a Rotorcycle

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Subject: Re: Teh 3D Model

Posted by [LR01](#) on Sat, 09 Sep 2006 11:02:49 GMT

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that would be fun in a map

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