
Subject: calico submachine gun
Posted by [Tankkiller](#) on Tue, 10 Jul 2007 00:09:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

The topic sums it up. As you know the calico machine gun was seen in 2 tiberium dawn videos, Where a gdi light infantry shot a poorly armed noddy . But I thought that I'll show you my work and will ask for anyone to spot pyhical errors.

-- Yes, I know i stretched it, it will be fixed

Pic I used to make this

Please note this is still a work in process.

Also included is a simple mesh with no bones in w3d format.

File Attachments

- 1) [The gun.bmp](#), downloaded 467 times
 - 2) [calico.W3D](#), downloaded 170 times
-

Subject: Re: calico submachine gun
Posted by [_SSnipe_](#) on Tue, 10 Jul 2007 00:38:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks cool

Subject: Re: calico submachine gun
Posted by [Jerad2142](#) on Tue, 10 Jul 2007 00:40:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why such a low poly count.

Subject: Re: calico submachine gun
Posted by [Tankkiller](#) on Tue, 10 Jul 2007 00:41:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

it would be made higher, but you have to also concider the fact that 3rd person models are... less important.

Subject: Re: calico submachine gun
Posted by [Tankkiller](#) on Tue, 10 Jul 2007 01:20:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Right this second, im am uv mapping it.

Changes I made

1. added groves to the barrel
 2. better grips
 3. redid the stock
 4. resized it to renegades scale
 5. added a bolt and other mechinims
-