Subject: P90 HIGH detail
Posted by Urimas on Sun, 27 Jan 2008 23:10:32 GMT
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here you go enjoy my new p90 1p and 3p + custom sounds.

File Attachments
1) newp90.zip, downloaded 192 times

Subject: Re: P90 HIGH detail
Posted by sadukar09 on Sun, 27 Jan 2008 23:58:28 GMT
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Holy crap, nice job!

Subject: Re: P90 HIGH detail
Posted by _SSnipe_ on Mon, 28 Jan 2008 00:19:25 GMT
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you should make a flechette gun that looks like the mp-40 off of call of duty 2 and use the sounds
that whould be the best gun ever!

Subject: Re: P90 HIGH detail
Posted by Urimas on Mon, 28 Jan 2008 00:42:11 GMT
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i dont have an MP-40 but please try and rate my p90 thank you (next is the m4carbine autorifle
replancement)

Subject: Re: P90 HIGH detail
Posted by Slave on Mon, 28 Jan 2008 01:07:06 GMT
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It looks win. Have you tried what it looks like with a bump map and some shiny on it? Might end
out epic.

Subject: Re: P90 HIGH detail
Posted by Urimas on Mon, 28 Jan 2008 01:09:17 GMT

bump map, shiny....what? im only a rigger/animator i dont know how to do that (please provide tut or link to tut and i'll try it)

Vote next weapon (autorifle replacement)
M4carbine
Or
Ak-47

vote now im off to bed the one with most votes wins.

Subject: Re: P90 HIGH detail
Posted by slavik262 on Mon, 28 Jan 2008 03:06:33 GMT

Your best work yet. Awesome stuff, as always.\

And I'd go with the m4

Subject: Re: P90 HIGH detail
Posted by hatstand on Mon, 28 Jan 2008 10:33:41 GMT

that looks awesome.....

and yeah, do the m4 next....

Subject: Re: P90 HIGH detail
Posted by Zion on Mon, 28 Jan 2008 10:38:08 GMT

Do both?

You know GDI and Nod don't use the same autorifle? Just the same mesh, different names though, so you can give the M4 to GDI and the AK to Nod.

Subject: Re: P90 HIGH detail
Posted by Genesis2001 on Mon, 28 Jan 2008 13:58:04 GMT

Looks awesome! I may actually have to start using your weapon replacements now

~Zack

Subject: Re: P90 HIGH detail
Posted by Di3HardNL on Mon, 28 Jan 2008 14:20:58 GMT
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looks good!

Urimas, would you mind to share the GMAX scene with me?

Subject: Re: P90 HIGH detail
Posted by renalpha on Mon, 28 Jan 2008 14:21:06 GMT
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looks sweet, you love counterstrike dont you?

Subject: Re: P90 HIGH detail
Posted by Urimas on Mon, 28 Jan 2008 14:40:57 GMT
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actualy no i dont never played it i just got the models off the net. and no im not gona hand out the scene.

and GDI and NOD use the same auto rifle name so if i change 1 so does the other.

Subject: Re: P90 HIGH detail
Posted by Di3HardNL on Mon, 28 Jan 2008 16:00:08 GMT
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could you give me a gmax scene of a earlier weapon then? i just need an example of yours to make my own (good quality)

Subject: Re: P90 HIGH detail
Posted by Urimas on Mon, 28 Jan 2008 16:29:10 GMT
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lol you only need these
1: a bow for the bullets to come out

2: a box for the muzzle flash
and 3: an eject box for eject casings

simple.

besides this is my own custom template (westwood use alot more complex versions (lots'o bones and junk)

Subject: Re: P90 HIGH detail
Posted by Di3HardNL on Mon, 28 Jan 2008 16:49:04 GMT
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but what are the w3d settings for the muzzle flash box? i know if you open up a weapon in renx, its just a little greenish thing.

or is that where the bullet comes out

Subject: Re: P90 HIGH detail
Posted by Urimas on Mon, 28 Jan 2008 17:17:58 GMT
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not to be rude but im pants at explaining things + i dont realy want to hand out my custom setup.

Subject: Re: P90 HIGH detail
Posted by Di3HardNL on Mon, 28 Jan 2008 17:35:25 GMT
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just a little screenshot of the w3d setting for muzzleflash woudnt be to much asked i think..

Subject: Re: P90 HIGH detail
Posted by Urimas on Mon, 28 Jan 2008 17:56:16 GMT
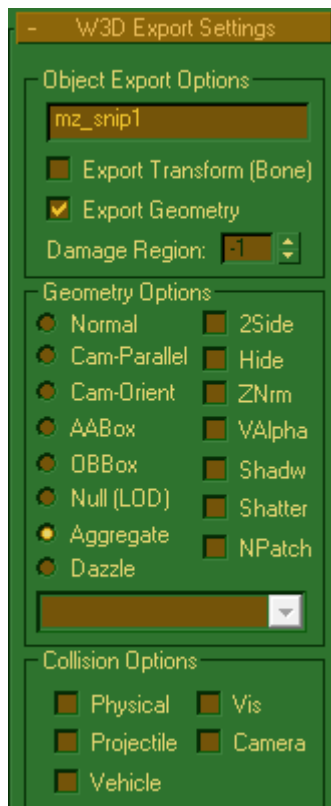View Forum Message <> Reply to Message

here you go the settings

File Attachments
1) settings.png, downloaded 300 times

W3D Export Settings

Object Export Options

mz_snip1

- [ ] Export Transform (Bone)
- [x] Export Geometry

Damage Region: -1

Geometry Options

- ( ) Normal
- ( ) Cam-Parallel
- ( ) Cam-Orient
- ( ) AABox
- ( ) OBBox
- ( ) Null (LOD)
- (•) Aggregate
- ( ) Dazzle

- [ ] 2Side
- [ ] Hide
- [ ] ZNrm
- [ ] VAlpha
- [ ] Shadw
- [ ] Shatter
- [ ] NPatch

Collision Options

- [ ] Physical
- [ ] Projectile
- [ ] Vehicle
- [ ] Vis
- [ ] Camera

Subject: Re: P90 HIGH detail
Posted by Di3HardNL on Mon, 28 Jan 2008 18:55:41 GMT
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Thats all i wanted to know thanks keep it up

Subject: Re: P90 HIGH detail
Posted by IronWarrior on Wed, 30 Jan 2008 00:32:37 GMT
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Added to Game-Maps.NET now.

>>Download<<

Been abit busy with web designing, but am back adding new files now.