
Subject: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 18:03:43 GMT

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Yep here's my new MAC10, like you guys see everything is made by me, rate it please:

Subject: Re: My new MAC10

Posted by [samous](#) on Sun, 26 Oct 2008 20:15:19 GMT

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nice, a little dark, but would be a good substitute for the tib. flechette gun, lol. Nice.

Subject: Re: My new MAC10

Posted by [Di3HardNL](#) on Sun, 26 Oct 2008 20:27:25 GMT

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if we can rate from 0 to 10 i would give it an 9.9 very nice

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 20:30:32 GMT

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Thanks

Subject: Re: My new MAC10

Posted by [samous](#) on Sun, 26 Oct 2008 20:38:54 GMT

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i would give it an 8.5, but it would be a 9.9 if you made it less dark.

=samous 1/2

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 21:54:34 GMT

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White Background:

Subject: Re: My new MAC10
Posted by [_SSnipe_](#) on Sun, 26 Oct 2008 22:01:59 GMT
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Needs a little bit more detail

Subject: Re: My new MAC10
Posted by [mr£\\$Ä-z](#) on Sun, 26 Oct 2008 22:04:16 GMT
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Its not Finished yet, it needs an AmmoClip etc.

Subject: Re: My new MAC10
Posted by [samous](#) on Sun, 26 Oct 2008 22:07:54 GMT
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ok, 9.5. When you finish it, i will give it a reall score, not just a fun score, where no one really belives would be the real score if this was a real grading thing.

=samous

(maby it would be a good tib flechette gun, could you make it that?)

Subject: Re: My new MAC10
Posted by [anant](#) on Mon, 27 Oct 2008 02:52:14 GMT
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nice trigger
make it a double tap

Subject: Re: My new MAC10
Posted by [ErroR](#) on Mon, 27 Oct 2008 08:41:14 GMT
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cool as i said u could sell it on turbo squid and get some money like 1-2\$ dollars per model

Subject: Re: My new MAC10
Posted by [GEORGE ZIMMER](#) on Mon, 27 Oct 2008 08:44:53 GMT
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As said, needs some more detail. Namely, a trigger, and ammo clip.

Subject: Re: My new MAC10

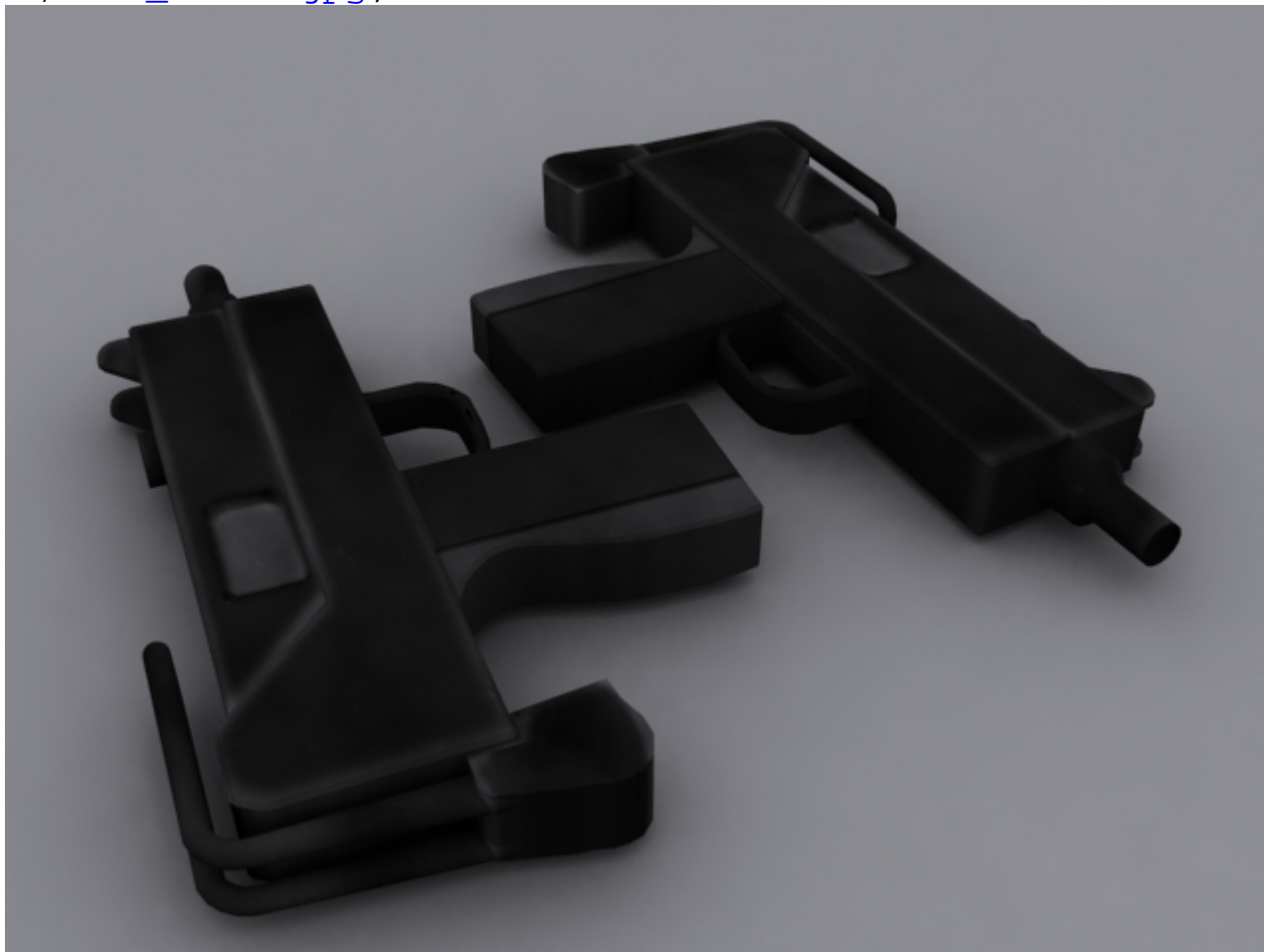
Posted by [mrÃÄz](#) on Tue, 28 Oct 2008 18:15:46 GMT

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Better Render (Thanks to Ferkhat)

File Attachments

1) [mad_mac10.jpg](#), downloaded 592 times



Subject: Re: My new MAC10

Posted by [LR01](#) on Tue, 28 Oct 2008 18:20:52 GMT

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trigger?

I see some real good progress here

Subject: Re: My new MAC10
Posted by [ErroR](#) on Tue, 28 Oct 2008 18:55:57 GMT
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As he said it's not finished

Subject: Re: My new MAC10
Posted by [DeathC200](#) on Mon, 03 Nov 2008 15:10:53 GMT
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keep up the good work

Subject: Re: My new MAC10
Posted by [mr£Ä\\$Ä·z](#) on Mon, 03 Nov 2008 18:30:01 GMT
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Update: Texture Updated, added some Deteils.

(Quick Renedered, no WIP Render)

File Attachments

1) [Famas and Mac10.jpg](#), downloaded 748 times



Subject: Re: My new MAC10
Posted by [ErroR](#) on Mon, 03 Nov 2008 19:52:40 GMT
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pretty cool

Subject: Re: My new MAC10
Posted by [DeathC200](#) on Mon, 03 Nov 2008 20:29:44 GMT

it too

LOL

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Thu, 06 Nov 2008 20:43:44 GMT

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nioo i said its for my mod im workinhg on

Subject: Re: My new MAC10

Posted by [Altzan](#) on Thu, 06 Nov 2008 21:21:17 GMT

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Just because he made it doesn't mean he's giving it way, lol

Nice work madracks

Subject: Re: My new MAC10

Posted by [GEORGE ZIMMER](#) on Thu, 06 Nov 2008 22:16:26 GMT

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Nice, alot better than your previous models. Show the wireframe, too.

Subject: Re: My new MAC10

Posted by [mr£Ä\\$Ä-z](#) on Fri, 07 Nov 2008 11:41:46 GMT

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Without that Shoulder thingy my model just have 600 Polygons, i didnt really tryed to save polygons, i always wanted to make 1 good model & texture

File Attachments

1) [mac.jpg](#), downloaded 267 times

