
Subject: Beta gunmodles / need texturing help

Posted by [Reaver11](#) on Thu, 11 Dec 2008 15:45:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have started remaking all sorts of stuff from beta pictures. At the moment I'm remodeling guns. I don't have any difficulties modeling the models. (of course hints and tips are welcome)

I will explain you what I'm doing atm.

Above here you see an old version of the 500 sniper. I know this one has already been remade. (by jamiERG the download is on gamemaps) Only that one missed some essential details plus the texture is horrible. My modeling skills are ok but my texturing / uvw unwrap skills are horrible. (atm I fail to unwrap a cube but im learning xD)

After measuring with a measurethingy and pencil I started modeling it. The rifle you saw on the renderd most above screen I remade it in renx. The basic shape was easy only now I need to improve the model as it is very low on polys. It doesnt look that bad ingame though. (These ingame screenies are from an older version atm)[Dont look at the gunhands I didnt work on those yet]

Also I want to patch up the sniper rifles old scope only I dont know anything about it this is the latest one (I dont really know anything about making alpha channeled textures) ->

Below here is the beta chemsprayer I was working on as for the modeling goes the most is finished. (I still need to combine parts to make one big mesh)

This is the progress on the beta rocketlauncher. I have just started with modeling it. This one is going to be shoulder mounted. (The old rocketlauncher had some kind of bracket that was going of the shoulder)

To make a long story short.

I need someone to help me out on texturing the models.

Also atm I suck at making uvw unwraps.

If you have any ideas of giving some of the models more polys to make it look less cube shaped please send them

Also if you have any good pictures of the side of beta guns please post them. (At the moment I only have the ones from cnc source gallery, Silenced pistol, m203, m16, sniperrifle, chemsprayer)

After the guns are rigged I will use them in my nitro mod.
BUT! I will also release them so you can use them as skin replacement.

Only problem is I really need help with these

Subject: Re: Beta gunmodles / need texturing help
Posted by [Di3HardNL](#) on Thu, 11 Dec 2008 16:50:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey reaver, i can do UWV unwrap in 3ds max. But im not good in making textures.

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Thu, 11 Dec 2008 16:58:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok then we are at least a step further in finishing these models

We would still require a texture artist though. (Plus I have more beta stuff that is unfinished and basically need proper texturing)

This is a boned version of the orca lift truck only the skin is at the moment ugly.

Btw if any has some good picture of the sniper rifle below. (especially side and front(Preferably in a horizontal direction))

Subject: Re: Beta gunmodles / need texturing help
Posted by [YazooGang](#) on Thu, 11 Dec 2008 17:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

if my cousin had the textures, he would actualy make it.

Subject: Re: Beta gunmodles / need texturing help
Posted by [ErroR](#) on Thu, 11 Dec 2008 17:03:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

there is an older beta version on game-maps.net (i'm sure u know)
<http://ren.game-maps.net/index.php?action=file&id=1114>

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Thu, 11 Dec 2008 17:06:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Thu, 11 December 2008 09:45

Above here you see an old version of the 500 sniper. I know this one has already been remade. (by jamierg the download is on gamemaps) Only that one missed some essential details plus the texture is horrible.

I know Error

You can even find the old forum post about that sniper try searching for beta, sniper and jamierg

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Sun, 14 Dec 2008 14:14:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

After the uv unwrap we can give it a basic texture only there is really a texture artist required to get these models finished.

I will give you guys a glimps of the silenced pistol that im recreating. (it has no trigger yet and it is flat, I have just boosted the initial beta design)

Subject: Re: Beta gunmodles / need texturing help
Posted by [ErroR](#) on Sun, 14 Dec 2008 17:26:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

could you remake the pistol that is in all cinematics?

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Sun, 14 Dec 2008 18:02:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure the positif part of it is I have the skin of that pistol

So it should be easy to measure and remake. Can you supply me with a good side picture? (A picture like the renders I have posted from Taz)

Subject: Re: Beta gunmodles / need texturing help
Posted by [ErroR](#) on Sun, 14 Dec 2008 18:41:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'll try it tommorow

Subject: Re: Beta gunmodles / need texturing help
Posted by [R315r4z0r](#) on Sun, 14 Dec 2008 18:44:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

That pistol is awfully high poly compared to the image.

It looks like you have more than 20 sides to the rounded edge on top and on the silencer...

I count approximately 39 polys in the concept, you got 622!

Subject: Re: Beta gunmodles / need texturing help
Posted by [ErroR](#) on Sun, 14 Dec 2008 19:36:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

try using a berreta skin (it's simmlar)

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Sun, 14 Dec 2008 22:02:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sun, 14 December 2008 12:44 That pistol is awfully high poly compared to the image.

It looks like you have more than 20 sides to the rounded edge on top and on the silencer...

I count approximately 39 polys in the concept, you got 622!

True that renderd pistol has way less polys. Keep in mind it was made in the old days. I don't want an exact copy of that pistol just something that is the same but then higher poly count.

The silencer has 18 sides and one height seg.

On these next screenies I have upgraded the looks of the pistol even better. Only thing is that it might no resemble that original pistol. (if I enhance it too much)

I have just done the texturing quick and dirty by using standard uvw maps. (I haven't really saved on polys as you can see)

(The renegade 500 sniper has 1500 polys so I'm still good)

Subject: Re: Beta gunmodles / need texturing help
Posted by [samous](#) on Mon, 15 Dec 2008 01:02:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats actually prety cool, not that i'm supriised

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Tue, 16 Dec 2008 09:18:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yesterday I was experimenting with texturing. I have to admit this sniperrifle is done due to standard uvwmap but I wanted to look if by cutting the textures out of the renerederer (in the first post) if the texture would still look ok. (And not to blurred or pixellated etc)

Here is the result ->

So mayby in a few days this sniperrifle might be finished. (after uvw unwrap etc).

Then I will release it as a replacement for the 500 sniper and if you sit tight there might be more beta stuff releases.

Subject: Re: Beta gunmodles / need texturing help
Posted by [ErroR](#) on Tue, 16 Dec 2008 15:21:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

kewl!

Subject: Re: Beta gunmodles / need texturing help

Posted by [Reaver11](#) on Wed, 17 Dec 2008 01:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I haven't set al the texture correctly plus I have to do a lot of pixel messing to get it correct but here is another wip of the sniper rifle.

After the texturing I have to do proper rigging of the weapon and then you guys can use it ingame

Subject: Re: Beta gunmodles / need texturing help

Posted by [samous](#) on Wed, 17 Dec 2008 01:35:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

look great! i would use it if i didn't already have a good skin, sry.

Subject: Re: Beta gunmodles / need texturing help

Posted by [ErroR](#) on Wed, 17 Dec 2008 14:53:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

SWEET (too bad the texture sux, (the original one)

Subject: Re: Beta gunmodles / need texturing help

Posted by [mr£ÄŞÄ-z](#) on Mon, 05 Jan 2009 17:56:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bump,

Subject: Re: Beta gunmodles / need texturing help

Posted by [YazooGang](#) on Mon, 05 Jan 2009 20:08:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

WOOT!

Subject: Re: Beta gunmodles / need texturing help
Posted by [ErroR](#) on Mon, 05 Jan 2009 20:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Beta gunmodles / need texturing help
Posted by [Vancer2](#) on Mon, 05 Jan 2009 21:31:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rabble Rabble Rabble Rabble Rabble RabbleRabble Rabble RabbleRabble Rabble
RabbleRabble Rabble Rabble NICE WORKRabble Rabble RabbleRabble Rabble RabbleRabble
Rabble RabbleRabble Rabble Rabble

Subject: Re: Beta gunmodles / need texturing help
Posted by [Di3HardNL](#) on Mon, 05 Jan 2009 21:39:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fucking nice

Subject: Re: Beta gunmodles / need texturing help
Posted by [iHavoc](#) on Tue, 06 Jan 2009 09:09:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

download link

Subject: Re: Beta gunmodles / need texturing help
Posted by [YazooGang](#) on Tue, 06 Jan 2009 11:27:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

its now for his mod i guess,

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Tue, 06 Jan 2009 11:41:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good job madracks!

Mayby you could help me out with some of the guns im working on.

Here is my version untexterd and I didnt really save polys as madracks did

There are still alot of unseen and kind unused polys in mine. When I have time I will work on it again.

Subject: Re: Beta gunmodles / need texturing help
Posted by [C C_guy](#) on Tue, 06 Jan 2009 12:11:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Thu, 11 December 2008 09:45I have started remaking all sorts of stuff from beta pictures. At the moment I'm remodeling guns. I don't have any difficulties modeling the models. (of course hints and tips are welcome)

I will explain you what I'm doing atm.

Above here you see an old version of the 500 sniper. I know this one has already been remade. (by jamiERG the download is on gamemaps) Only that one missed some essential details plus the texture is horrible. My modeling skills are ok but my texturing / uvw unwrap skills are horrible. (atm I fail to unwrap a cube but im learning xD)

After measuring with a measurethingy and pencil I started modeling it. The rifle you saw on the renderd most above screen I remade it in renx. The basic shape was easy only now I need to improve the model as it is very low on polys. It doesnt look that bad ingame though. (These ingame screenies are from an older version atm)[Dont look at the gunhands I didnt work on those yet]

Also I want to patch up the sniper rifles old scope only I dont know anything about it this is the latest one (I dont really know anything about making alpha channeled textures) ->

Below here is the beta chemsprayer I was working on as for the modeling goes the most is finished. (I still need to combine parts to make one big mesh)

This is the progress on the beta rocketlauncher. I have just started with modeling it. This one is going to be shoulder mounted. (The old rocketlauncher had some kind of bracket that was going of the shoulder)

To make a long story short.
I need someone to help me out on texturing the models.
Also atm I suck at making uvw unwraps.

If you have any ideas of giving some of the models more polys to make it look less cube shaped please send them

Also if you have any good pictures of the side of beta guns please post them. (At the moment I only have the ones from cnc source gallery, Silenced pistol, m203, m16, sniperrifle, chemsprayer)

After the guns are rigged I will use them in my nitro mod.
BUT! I will also release them so you can use them as skin replacement.

Only problem is I really need help with these

Hi

hey reaver i already have that original sniper rifle made i did it like 2years ago i use it on my server, you coulda just asked me for it lol, also i made a mod so that when you join my server you parachute in, and when you purchase a veh it also parachutes onto the airstrip.(please keep in mind this is only for when you join and are placed on nod's side. but anyway your doing alright by the looks of it so far.

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Tue, 06 Jan 2009 12:25:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey C_C Guy

Do you mean this one?

Subject: Re: Beta gunmodles / need texturing help
Posted by [C C_guy](#) on Tue, 06 Jan 2009 12:44:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Idk by that screeny your showing cuz its cut off but i mean the one in your very 1st pic in your 1st topic

File Attachments

1) [gallery_3_44_133162.jpg](#), downloaded 557 times



Subject: Re: Beta gunmodles / need texturing help
Posted by [mrÅ£ÅŞÅ-z](#) on Tue, 06 Jan 2009 14:56:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you working on a Mod? i can help you just need Pictures and the Texture if possible and a bit more info about the Mod

Subject: Re: Beta gunmodles / need texturing help
Posted by [Reaver11](#) on Tue, 06 Jan 2009 14:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes I am working on a mod

For about two year now it is getting close to a finishing moment. I will send you a big pm
madracks
