
Subject: "Renegade" model

Posted by [YazooGang](#) on Sun, 15 Nov 2009 03:44:36 GMT

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So i was bored and wanted to learn something new with 3ds max.

I decided it would be best to learn the floating geometry and turbosmoothing and or splines.

I used this tutorial:

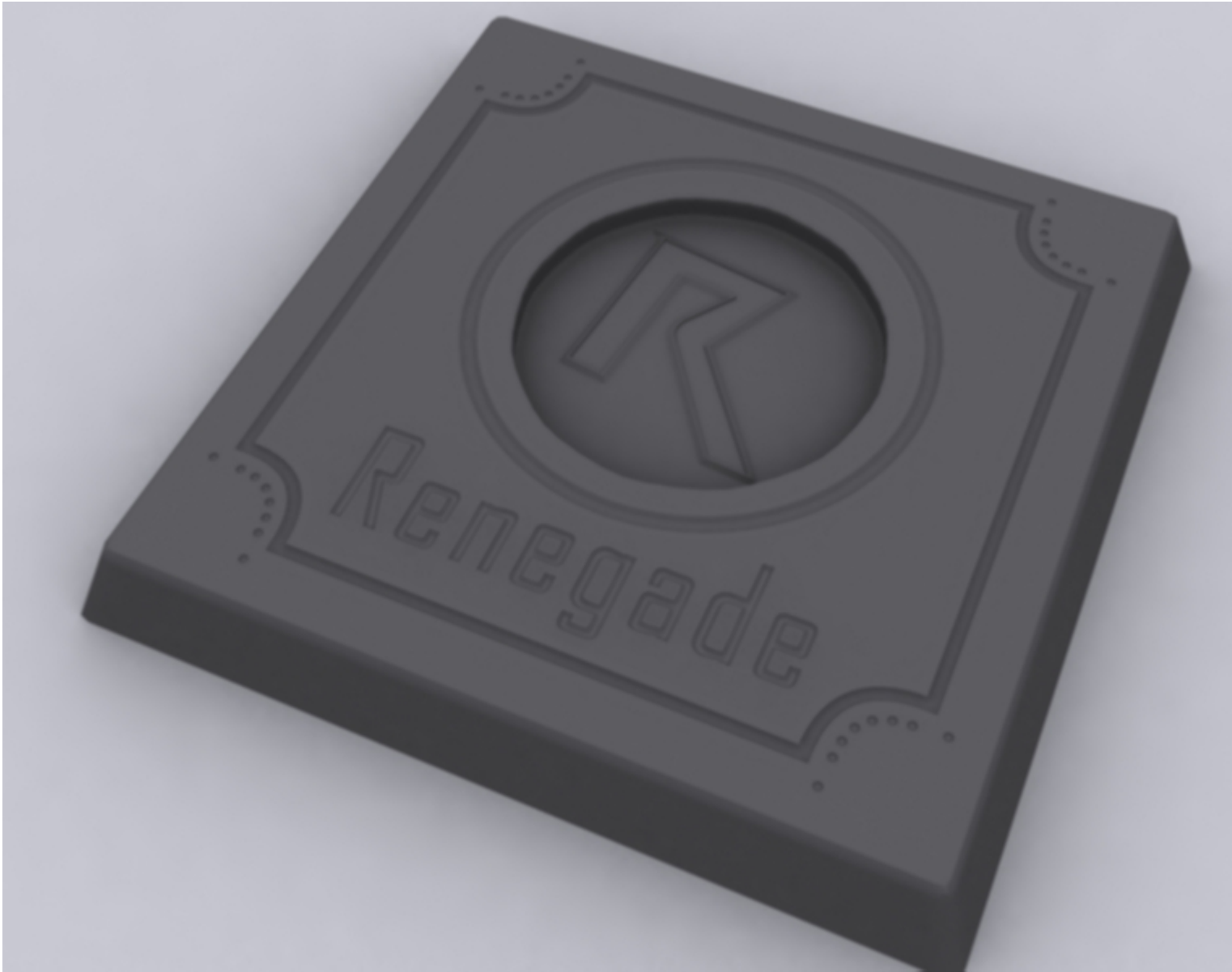
<http://cg.tutsplus.com/tutorials/3d-art/using-splines-to-add-detail-to-your-high-poly-model-in-3ds-max/>

Here are the results of mine

Please rate!

File Attachments

1) [renped.jpg](#), downloaded 1021 times



Subject: Re: "Renegade" model
Posted by [Distrbd21](#) on Sun, 15 Nov 2009 04:18:49 GMT
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that looks cool

Subject: Re: "Renegade" model
Posted by [Tupolev TU-95 Bear](#) on Sun, 15 Nov 2009 08:39:24 GMT
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looks like a memorial for renegade good job

Subject: Re: "Renegade" model
Posted by [ErroR](#) on Sun, 15 Nov 2009 13:00:32 GMT
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looks pretty

Subject: Re: "Renegade" model
Posted by [Dreganius](#) on Sun, 15 Nov 2009 13:04:04 GMT
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When can I order one of these to hang on my wall?

Subject: Re: "Renegade" model
Posted by [YazooGang](#) on Sun, 15 Nov 2009 15:30:17 GMT
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Here, if you all want the model
http://www.2shared.com/file/9183684/9cd07fdd/hpm_m8.html

Subject: Re: "Renegade" model
Posted by [Distrbd21](#) on Sun, 15 Nov 2009 17:26:16 GMT
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YazooGang wrote on Sun, 15 November 2009 09:30Here, if you all want the model
http://www.2shared.com/file/9183684/9cd07fdd/hpm_m8.html
new download link with YazooGang permission
<http://dabomb.dsgaming.us/modules.php?name=Downloads&op=getit&lid=3>

Subject: Re: "Renegade" model
Posted by [slosa](#) on Sun, 15 Nov 2009 18:50:23 GMT
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Do want. You should make some crazy Renegade Memorial map.

Subject: Re: "Renegade" model
Posted by [Omar007](#) on Sun, 15 Nov 2009 19:32:45 GMT
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As i posted this morning on the ModDB: I would like to hang this on my door or wall

Subject: Re: "Renegade" model
Posted by [Distrbd21](#) on Sun, 15 Nov 2009 19:34:20 GMT
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Omar007 wrote on Sun, 15 November 2009 13:32As i posted this morning on the ModDB: I would like to hang this on my door or wall would be nice wouldn't it?

Subject: Re: "Renegade" model
Posted by [YazooGang](#) on Sun, 15 Nov 2009 19:45:00 GMT
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It would be nice if someone textures it
Why dont we have a competition. Who ever makes a good skin/texture for it

Subject: Re: "Renegade" model
Posted by [Di3HardNL](#) on Sun, 15 Nov 2009 20:34:37 GMT
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That looks pretty cool, might look good as replacements for the proximity!

Subject: Re: "Renegade" model
Posted by [Altzan](#) on Sun, 15 Nov 2009 21:32:02 GMT
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Glock~ wrote on Sun, 15 November 2009 19:50Do want. You should make some crazy Renegade Memorial map.

Subject: Re: "Renegade" model
Posted by [ChewML](#) on Sun, 15 Nov 2009 22:58:24 GMT
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Di3HardNL wrote on Sun, 15 November 2009 14:34That looks pretty cool, might look good as replacements for the proximity!

I just had a idea... caution cones for proxy mines... I know screams advantage.

Subject: Re: "Renegade" model
Posted by [Distrbd21](#) on Tue, 17 Nov 2009 07:02:57 GMT

Chew wrote on Sun, 15 November 2009 16:58Di3HardNL wrote on Sun, 15 November 2009 14:34That looks pretty cool, might look good as replacements for the proximity!

I just had a idea... caution cones for proxy mines... I know screams advantage. rly idk why people bitch about that all the time.

well guess what half of the Renegade players use Skins like that, there is a line green skin for proxys that i use, doesn't mean I'm using it to hack i just like the color i even made it darker than what it was.
