Subject: Alien Xenomorph model
Posted by shippo on Mon, 08 Mar 2010 20:11:06 GMT

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Free Alien Xenomorph w3d modle and gmax modle

No wear on the web have i found a "free" xenomorph modle, so i made one for free

below are a zip file with gmax and w3d modle and skins

+ a picture of what they look like

File Attachments
1) alien.zip, downloaded 215 times
2) alien.JPG, downloaded 686 times

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larsboy2: its the same rate

Subject: Re: Alien Xenomorph model
Posted by Omar007 on Mon, 08 Mar 2010 22:49:13 GMT
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Pretty cool. Nice job

Though a little bit of a disadvantage
Tail will point through walls etc so people can see you behind cover now and then

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Subject: Re: Alien Xenomorph model
Posted by [KH]LordOfDeath on Tue, 09 Mar 2010 00:25:49 GMT

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hey
if u can get the tail swing that would be a dam good model^^

Subject: Re: Alien Xenomorph model
Posted by Khyron on Tue, 09 Mar 2010 18:57:10 GMT

ditch teh weapons and give is a claw, tail <primary / secondary> attack and that would be F-ING SWEET!!!!!!

also double the speed! sweet job man!

Subject: Re: Alien Xenomorph model
Posted by shippo on Tue, 09 Mar 2010 21:03:26 GMT

thanks

for some reason melee attack animation doesn't seem to work on multiplayer

[KHLordOfDeath wrote on Mon, 08 March 2010 18:25]hey
if u can get the tail swing that would be a dam good model^^

ya that would be nice kinda hard though, it would take some animating skills

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Subject: Re: Alien Xenomorph model
Posted by GEORGE ZIMMER on Tue, 09 Mar 2010 22:56:58 GMT

Pretty cool, but the texture could use some work.

Subject: Re: Alien Xenomorph model
Posted by The Party on Wed, 10 Mar 2010 19:34:05 GMT

GEORGE ZIMMER wrote on Tue, 09 March 2010 16:56Pretty cool, but the texture could use some work.

Indeed. You need something better but I love aliens so gg.