
Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [Nodbugger](#) on Tue, 24 Jun 2003 04:25:07 GMT
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Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [spreegem](#) on Tue, 24 Jun 2003 04:51:14 GMT
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It's a bit to blocky, and has alot of flat side, but pretty good job, keep it up.

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [mike9292](#) on Tue, 24 Jun 2003 05:10:55 GMT
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hes right its a bit blocky

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [Havocman](#) on Tue, 24 Jun 2003 12:12:24 GMT
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hmmmm.. Blocky

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [Captkurt](#) on Tue, 24 Jun 2003 12:17:57 GMT
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Havocmanhmmmm.. Blocky

Dito, but better than I can do. Heheh I can't do weapons. boohoo

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [Nodbugger](#) on Tue, 24 Jun 2003 15:44:13 GMT
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You want to know why its blocky? I added the smooth affect but didnt pick what to smooth. then you get that affect.

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [Madtone](#) on Wed, 25 Jun 2003 03:45:28 GMT
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i have already made a sniper rifle, thats not too bad though, good job

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [mike9292](#) on Wed, 25 Jun 2003 04:13:27 GMT
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its a nice model for being blocky j/k but really its a nice model

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [gendres](#) on Wed, 25 Jun 2003 05:26:27 GMT
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It inst that blocky....

Subject: *Possible* non-Blocky Renalert No. 4 Sniper Rifle
Posted by [mike9292](#) on Wed, 25 Jun 2003 05:28:02 GMT
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he changed it there new pics now
