Subject: Skulls!
Posted by Deafwasp on Wed, 06 Aug 2003 20:44:32 GMT
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This is not a map im making, I am not looking for praise, heck... dont even reply to this topic. I just think my skulls are neat.

http://hive-cpn.com/Skulls.gif

Subject: Skulls!
Posted by boma57 on Wed, 06 Aug 2003 20:49:57 GMT
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Make C&C_Graveyard *shakes fist*

Subject: Skulls!
Posted by pulverizer on Wed, 06 Aug 2003 20:56:20 GMT
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looks cool
add em in a map!

Subject: Skulls!
Posted by Cebt on Wed, 06 Aug 2003 22:42:32 GMT
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deafwasp can i have em then ill try to make a map with em

Subject: Skulls!
Posted by Deafwasp on Wed, 06 Aug 2003 22:59:17 GMT
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They are not hard to make. And they are just a number of props I have made for Renegade maps.

But I dont see why you cant use em. Just make sure to credit me. I am also working on some statues and things. You don't see to many statues in renegade. Prolly cause most peeps who have made maps suck at modeling.

It is zipped with the skulls texture. I didn't skin it, just textured it. It uses the wet dirt, textures in renegade but I included the skull tga texture in case.

I guess I could get a CTF map set in a graveyard going, I think I will do that.

So don't do the same thing.

Http://Hive-cpn.com/downloads/dwsp_Skulls.zip

Subject: Skulls!
Posted by Cebt on Wed, 06 Aug 2003 23:14:50 GMT
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hmm maybe ill make some myself and i just started on a "spooky" map (i havent gotten any good name on it yet) its gonna be a DM mapi will give more info later

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Subject: Skulls!
Posted by Ugauga01 on Wed, 06 Aug 2003 23:22:03 GMT
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They same skulls appear in the CCR Single Player Campaign...

Subject: Skulls!
Posted by Deafwasp on Wed, 06 Aug 2003 23:49:35 GMT
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Actually, I made em from scratch, I merely put the renegade textures over 'em. I know the same thing is in the game, but I made this model. I prolly will redo them again for my map. After I finish the statues.

The skulls in that pic, sometimes when I look at 'em they are good, then I look again and they suck. I will have to fix that.

Subject: Skulls!
Posted by TheMouse on Thu, 07 Aug 2003 23:12:21 GMT
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thats twisted...