
Subject: MP-5 For RA2: Vengeance
Posted by [Genocide](#) on Sat, 07 Feb 2004 13:52:00 GMT
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This is my MP-5 for the RA2 : Vengeance mod for Renegade.

Subject: MP-5 For RA2: Vengeance
Posted by [Jaspah](#) on Sat, 07 Feb 2004 14:24:03 GMT
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Cool, how many polygons?

Subject: MP-5 For RA2: Vengeance
Posted by [Genocide](#) on Sat, 07 Feb 2004 15:00:50 GMT
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557 Quads, 1140 Trianges.

Subject: MP-5 For RA2: Vengeance
Posted by [Deactivated](#) on Sat, 07 Feb 2004 15:02:00 GMT
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So basically it's 1700 polys?

Subject: MP-5 For RA2: Vengeance
Posted by [Genocide](#) on Sat, 07 Feb 2004 15:17:44 GMT
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No, Quads are the square faces, triangles are..triangles

The Final poly count is 1140 Becuse Renegade renders in Triangles.

(Sorry if u didnt understand)

Subject: MP-5 For RA2: Vengeance
Posted by [Havoc 89](#) on Sat, 07 Feb 2004 17:11:49 GMT
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nice!

Subject: MP-5 For RA2: Vengeance
Posted by [Aircraftkiller](#) on Sat, 07 Feb 2004 18:03:13 GMT
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Yeah, it's great and all that people can make untextured objects, vehicles, weapons, buildings, and soldiers... We all know people can do that. So stop showing us this shit and start texturing it before you show it off.

Every time I open one of these threads, I hope that just one time, one of you might have gained the skill to texture your own stuff. And it hasn't happened once.

Subject: MP-5 For RA2: Vengeance
Posted by [Genocide](#) on Sat, 07 Feb 2004 18:15:22 GMT
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1. Its going to be skinned.
 2. I dont skin for the mod i model.
 - 3.You know as well as i that i skin thats proved in my mod, so what you said doesnt, yes..doesnt apply to me.
-

Subject: MP-5 For RA2: Vengeance
Posted by [Nodbugger](#) on Sat, 07 Feb 2004 18:17:44 GMT
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Have you ever seen an mp5? I take it you didn't put the picture in max to model off of that.....

Subject: MP-5 For RA2: Vengeance
Posted by [Genocide](#) on Sat, 07 Feb 2004 18:22:22 GMT
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I took Reference from 2 pics of models of it.

Subject: MP-5 For RA2: Vengeance
Posted by [bigjoe14](#) on Sat, 07 Feb 2004 18:29:49 GMT
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The only problem I have with it is that the magazine is too rectangular. It should be a bit thinner and curved just slightly. Other than the things that I mentioned it's a decent model, Good work.

Subject: MP-5 For RA2: Vengeance
Posted by [sniper12345](#) on Sat, 07 Feb 2004 18:46:15 GMT
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agreed with Joe about the mag.

And ACK, is there any problem with him showing it not skinned? Because everybody knows that it will be skinned, sooner or later, and when it is, we will probably know.

Subject: MP-5 For RA2: Vengeance
Posted by [Aircraftkiller](#) on Sat, 07 Feb 2004 21:02:10 GMT
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Yeah, by some force of nature, we all just "know" he's going to do it.

After all, we "knew" he was going to finish Warpath. And we "know" he'll finish that "Fist of Fate" thing.

Subject: Re: MP-5 For RA2: Vengeance
Posted by [Sir Phoenixx](#) on Sat, 07 Feb 2004 21:11:52 GMT
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Genocide! This is my MP-5 for the RA2 : Vengeance mod for Renegade.

It's alright... The front is too large, the mid/body part is too small, the magazine is too small, and for 1140 polygons it should have more detail than that.

Quote: I took Reference from 2 pics of models of it.

Doesn't look like it. You do know that you can put an image in the background of the viewport right?

Subject: MP-5 For RA2: Vengeance
Posted by [MrBob](#) on Sun, 08 Feb 2004 00:56:07 GMT
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These pictures might help you improve your model:

<http://www.asgardentertainment.com/misc/mp5.jpg>
<http://www.hanjaco.co.kr/gun/mp5.jpg>
<http://palettes.cool.ne.jp/svg/soubi/gun/img/mp5.jpg>
<http://www.a-human-right.com/smg/MP5.JPG>

Subject: MP-5 For RA2: Vengeance
Posted by [Renx](#) on Sun, 08 Feb 2004 01:46:50 GMT
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MrBob<http://www.asgardentertainment.com/misc/mp5.jpg>

Genocide's is closest to that one. I think the mag needs to be a little longer, and the body of the gun needs to be a little shorter.

It looks nice though

Subject: MP-5 For RA2: Vengeance
Posted by [Jaspah](#) on Sun, 08 Feb 2004 06:40:47 GMT
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AircraftkillerYeah, by some force of nature, we all just "know" he's going to do it.

After all, we "knew" he was going to finish Warpath. And we "know" he'll finish that "Fist of Fate" thing.

I thought he said he was hacked and all the files were deleted. :S

Subject: MP-5 For RA2: Vengeance
Posted by [Genocide](#) on Sun, 08 Feb 2004 10:53:13 GMT
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Yea thats true j4S[p] , so ignorance does show huh.

Subject: MP-5 For RA2: Vengeance
Posted by [Aircraftkiller](#) on Sun, 08 Feb 2004 16:00:26 GMT
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Funny thing is that everything you've worked on, along with a few other "key" people, has just had hard drive failures. Every time.

:rolleyes:

Subject: MP-5 For RA2: Vengeance

Posted by [Imdgr8one](#) on Mon, 09 Feb 2004 01:34:04 GMT

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AircraftkillerFunny thing is that everything you've worked on, along with a few other "key" people, has just had hard drive failures. Every time.

:rolleyes:

Yeah I'm cursed...

which is why the roof gnomes will never make it out of the modeling stage.
