
Subject: DOG from Half-Life 2, holding a companion cube
Posted by [joabaldwin](#) on Wed, 04 Jul 2012 16:37:43 GMT
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This one turned out better than expected. Got it rejected once because of the thin connections between limbs, but now that it's all thick and solid it feels great.

Get one here: <http://www.shapeways.com/model/600126/>

Here are some pics:

File Attachments

- 1) [dog_hand1.jpg](#), downloaded 388 times
 - 2) [dog_four.jpg](#), downloaded 378 times
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Subject: Re: DOG from Half-Life 2, holding a companion cube
Posted by [AD-Edge](#) on Sat, 07 Jul 2012 10:59:16 GMT
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Very cool, nice pose as well.

I like how much detail we can get out of FCS these days, even at such a small scale.

Subject: Re: DOG from Half-Life 2, holding a companion cube
Posted by [arklan](#) on Sun, 08 Jul 2012 09:11:37 GMT
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my desire for this is very high. awesome.
