
Subject: Quake2 Modeler needed
Posted by [cravi](#) on Sat, 16 Feb 2013 01:38:01 GMT
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Hi there,

I need someone who can bring an Quake2 Model into life . Preferable from ActionQuake2 - If anyone knows how to please let me know. Sample of the model enclosed.

File Attachments

1) [tris_sample.jpg](#), downloaded 74 times

Subject: Re: Quake2 Modeler needed
Posted by [digitaltoon](#) on Sat, 16 Feb 2013 20:15:20 GMT
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I can help you. Are you looking for the shape or the shape with color...and what size are you looking for?

andrew.holdun@gmail.com

Subject: Re: Quake2 Modeler needed
Posted by [cravi](#) on Mon, 18 Feb 2013 10:46:27 GMT
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The shape with color would be awesome. But only the shape will do it too..
I thought about 4-7 cm height. How do you do it? The model must be exported from the ID-Software-File to an real 3D-Format right?
