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Thread: [Battlefield 3 Render & Day of Defeat:Source Sniper Render](#)

Hydra - February 2, 2012, 7:29 pm

My Latest Renders I've done.

BF3 is done by PhotoPlus X5, Just installed it and wanted to test it out.

DOD:S Sniper Render is done by using Photoshop CS5, I did pretty good on it, I also enhanced the texture.

BF3 ([Click to View](#))

Original:

<https://i.imgur.com/hHr4u.jpg>

Render:

DOD:S ([Click to View](#))

Original:

<https://i.imgur.com/7qX2i.jpg>

Render:

Nostre - February 2, 2012, 10:01 pm

The second one can use a touch up with the corners a bit, but it all looks great.

spartaniac - February 3, 2012, 12:49 am

Can i have it? :3 puhlease?? :D Thanks in advance

Bridge - February 3, 2012, 12:50 am

I like the BF3 one, but the second one just isn't my style.

Good rendering though.

Hydra - February 3, 2012, 6:21 am

(Feb 2, 2012 11:01 PM)Genuine Wrote: [\[CITE\]](#) The second one can use a touch up with the corners a bit, but it all looks great.

Thats how the corners where :/ I tried but since the Models that the game creators created are so LQ I just couldn't do much. This game is old, and it is WWII Based so they kept it "oldskool". Was created in Sept. , 2005

(Feb 3, 2012 01:49 AM)KhoRn3 Wrote: [\[CITE\]](#) Can i have it? :3 puhlease?? :D Thanks in advance
I'll be releasing the BF3 Render After I finish my tag. I'll be using the BF3 render for my next tag.

For the DOD:S, I am working on the Other Classes, and will create a pack and then release them.

Evaku8 - February 3, 2012, 6:31 am

BF looks awesome but the 2nd 1 i dnt like vm but nice job

St0rm - *February 3, 2012, 6:47 am*

The Battlefield one is nice but the other one is choppy around the scope and the arm.
Not bad renders.