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Thread: [Looking for simple 3D model + Texture work \[For \\$\\$\\$\]](#)

Slice - August 1, 2015, 1:57 pm

I am currently working on an iOS puzzle game called Cipher.
Every time you step on a block it disappears and you have to
make all of the blocks disappear before going to the exit.

I need some simple modeling work that is very geometric and
also some texturing work. There are different blocks for
different mechanics these include teleporters, conveyors, key/locks.
I will need the following models some of which will need to be animated...

- Indestructible block
- Teleporter block (animated)
- Exit block (animated)
- Locked block (animated)
- Conveyor block (animated)
- Key (not a block but item)
- Star (not a block but item)

This job would be perfect for anyone who has worked on minecraft textures.
Your 3D work does not need to be extensive because it is a very minimal part of the project.
PM me with your work and I can elaborate and we can talk payment.

Razor 1911 - August 2, 2015, 6:05 am

i just made this key animation

would graphics like these suffice?

.snoop - August 2, 2015, 12:13 pm

Let me know if you want to work with me.

<http://www.ahl.minus.com>