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Thread: [3D model I made of the Quake 2 railgun](#)

GoodDealThanks - December 3, 2017, 2:19 pm

I made a 3D model using the program Blender of the railgun from Quake 2.

It's part of a mod for Fallout 4.

<https://imgur.com/a/K2ixO>

xenko - December 9, 2017, 10:37 am

Cool, but the geometry is wonky as hell.

How long have you been messing with 3d art.

GoodDealThanks - December 10, 2017, 7:49 pm

(Dec 9, 2017 11:37 AM)Geralt Wrote: [\[CITE\]](#) Cool, but the geometry is wonky as hell.

How long have you been messing with 3d art.

A handful of months,

I struggled with the program initially because of it's complexity, but after watching hours of youtube tutorials, I got the hang of it.

Here is another (much larger) project I made using blender 3D.

<https://imgur.com/a/rpHnK>

CrowbCat - December 11, 2017, 6:46 pm

(Dec 3, 2017 03:19 PM)GoodDealThanks Wrote: [\[CITE\]](#) I made a 3D model using the program Blender of the railgun from Quake 2.

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h [ttps://imgur.com/a/K2ixO](https://imgur.com/a/K2ixO)
creative and cool!

ugglabuggla - December 12, 2017, 4:28 am

Look cool, but you still need some practice.

GoodDealThanks - December 12, 2017, 12:39 pm

If anyone knows how to get that model into Fallout 4 as a usable weapon, please let me know!