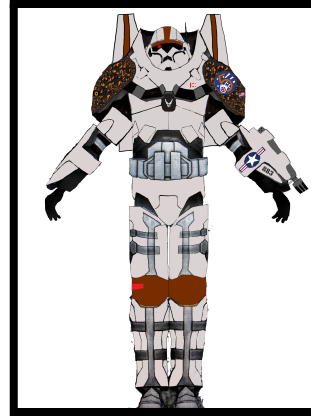


Kerk Titan Model



Guidelines/Notes/ preferred uses

[Kerks 1st Titan model Upgrade \(Repost\) - Donations - Burstlink.net](#)

Please use the side to access information for the model

Here is the

Now since this will be a titan model and whomever is processing/designing it and the donation thing that says”

- Model maker will have full control over design of your model without any specific designs from you or very limited designs from you
- Gives model maker has creative freedom on the model
- Unlimited designs or attachments on model
- Look fucking cool.

-Discretion

Do what you think is definitely cool but please look at any side information on the left column, because I will be asking for some specific attachments. Theres sources to help in the creation, while the entirety of it is whomever's to do with. Have fun with this and make it “ Look fucking cool.” ;))))))



Desired Outcomes for attachments

Head Attachments:

- 1.) Helmet armor plating, the two armor strips on top that are seen above the sunvisor
- 2.) Sunvisor - like codys design
- 3.) Equippable equipable glass visor colors ranging from colors of (Red, Blue) and a equipable glowing eye that glows than being 2d
- 4.) This can be carried over from my origin model for jugg, but as I stated in my previous thread ***** Make sure the colors glow!!!!
- 5.) Rangefinder
- 6.) Head antenna
- 7.) Head flashlight - shown small on upper right of helmet/ antenna
- 8.) Gas Mask with glowing white eyes, Use naval model gas mask
- 9.) Beret - Use naval model
- 10.) PA hood - Like under armor for the helmet or for reference the power armor hood in fallout 4 like paladin danse
- 11.) Holographic target sight for the left eye
- 12.) Night Vision
- 13.) Helmet rebreather

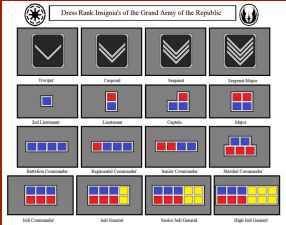
Torso/ Side attachments

- 1.) Equipable/dequipable DC-15S on chest holster
- 2.) Equipable.dequipable Dualies on sides
- 3.) Equipable/ dequipable DP-23 shotgun
- 4.) Shoulder Cannon that can be pointed , or holstered



- use warchmine cannon as reference down below

- 5.) Ribbon rank insignias - equipable/dequipable



- 6.) Banelor/ - equipable/dequipable
- 7.) Shoulder mounted rocket launcher - equipable/dequipable



- 8.) holographic Arm shield - Equipable/dequipable
- 9.) Shoulder Antenna
- 10.) War Banner - design on forum post
- 11.) Wrist/pad communicator

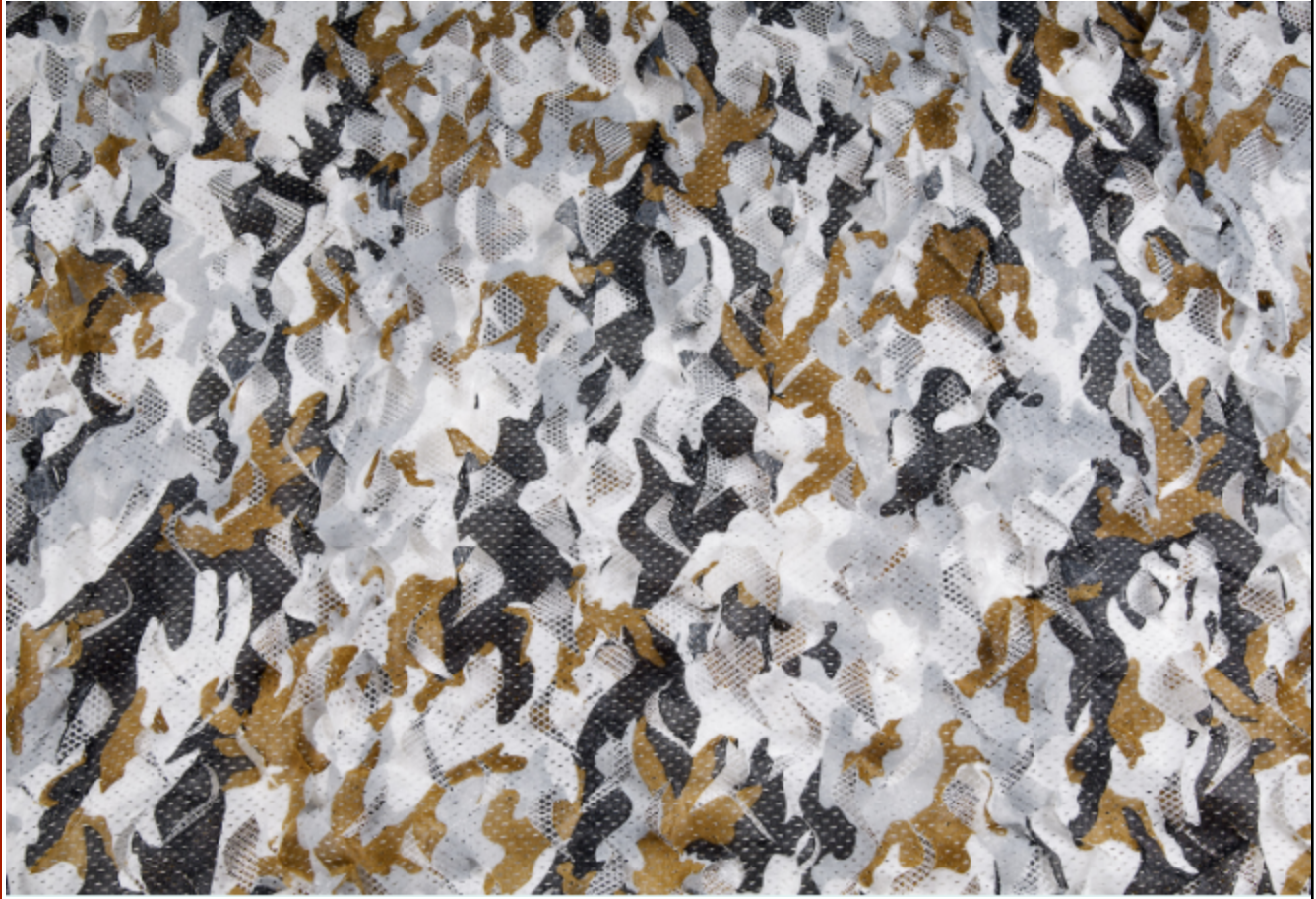
Camos:

I would like to have camos designed for different environments that work for the desert, forested , or urban environments, Use any colors you feel would be cooler but here are some i picked out

- 1.) CHECK FORUM post for Camos/ Decals for armor/ Warbanner

[Kerks 1st Titan Model | Burst Link Network Forums](#)

- 1.) Urban
- 2.) Winter



3.) Desert



4.) Forest



5.) this is a decal on one of the shoulders atleast or an area of the armor, try not to make it a 2d picture on a model have it overextend the shoulder or place. But it's up to whom is creating this



war banner, make it like



Sources that could help in the process

Head Attachment Sources

- | |
|--|
| 1.) Helmet armor plating |
| 1. The glowing effects - are probably within the process of making the model in blender just make sure it actually glows |
| 2. The night vision - Use my current JUGG model for the server |

Torso Attachment Sources

- | |
|---|
| |
| 1. Use the glowing effect of the arm communicator with the glow, the sources that could be used could be from 10th or Krills models arm |
| 2. |
| 3. 212th War banner like the legion from new vegas - Steam Workshop::Fixed Fallout Playermodels (steamcommunity.com) |

Addons that could work with attachments for the body/side

- | |
|--|
| 1. Weapon attachments are probably on the back are applicable through blender |
| 2. Shoulder cannon/ rockets choice C,) ***preferred |
| 3. Steam Workshop::War Machine MK IV - Avengers: Infinity War Playermodel (steamcommunity.com) |
| 4. Ribbon ranks source - Steam Workshop::Star Wars: EA's Battlefront II - Clone Officer (PM & NPC) |

[.steamcommunity.com](https://steamcommunity.com)

5. Option A: Preferred**

[Steam Workshop::PAYDAY 2: Shield Entity \(steamcommunity.com\)](#)

Option B:

Carryover shield from the model but fix it up

Desired Outcome of Model

