Subject: Re: My First Weapon Model
Posted by Sir Phoenixx on Mon, 12 Sep 2005 13:13:54 GMT
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Looks alright to me.

The grip needs more work, that triangular part of the gun coming down in front of it between the grip and the trigger should be removed or made less prominent. I suggest redoing the grip so it looks like part of the gun (add some vertices to the bottom of the gun where the grip is and make polygons out of them so you can extrude it from the gun), and when you make it make sure you can see where the finger will have to go to reach the trigger. Also, make the left and right sides of the grip flat, and have the front and rear ends of the grip curved (like, think of a half 6 or 8 sided cylinder making up the front and back sides of the grip).

(this one came up in the search, it looks like the K7, but I'm not entirely sure if it is though)

As far I can tell, the carrying handle is supposed to be flat instead of slanting down toward the front a little, and should be lower and wider. It's supposed to be the aiming part of the gun. You could put an aiming pin on the front of the carrying handle, and the ring on the back of it. (between the two walls)

1558 polygons? Looks way more then 1558 polygons to me. Did you get the polygon count in editable polygon or editable mesh mode? If it was editable polygon, then you got the count of the full polygons, which would be a lot smaller then the actual count done in editable mesh, which counts the triangles. The polygon count should be done in editable mesh to count the number of individual triangles in the model, since that's what games render.