Subject: Re: RenAlert weapon update: Colt .45
Posted by icedog90 on Tue, 20 Sep 2005 23:43:46 GMT

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Sir Phoenixx wrote on Sat, 10 September 2005 06:16Image plating? It's called modeling. Using referrences is what you're supposed to do... with everything. People, weapons, vehicles, pretty much anything complex, real or of your own design. You're supposed to either find referrences from enough angles and one from the side to put in the background, or draw them up.

There is "image based" modeling, where you start with the texture, then do the model. If you're going to do a door, you'd make a box, put a photo of a door on it, and model and add stuff to this box to form the protrusions and other parts. When you're done modeling this way the object you made is already textured.

I said I think it was called image plating. It's only how I heard it was categorized. There is a difference between having a picture reference and modeling while looking at it (otherwise known as eyeballing it), and actually modeling directly over a flat 2D view of an image. Go figure.