Subject: My first building
Posted by Deafwasp on Tue, 04 Mar 2003 17:57:52 GMT

snipefrag   carry on its the only way you learn to make better buildings

Indeed.

My first map was like that crappy maze map that is out there.
It just was a bunch of blocks and slightly modded blocks.

For a first try that is good. You will soon get to the point were you start deleteing polys that you cant see, like if a block is lying on the ground, delete the poly that is on the bottom.

I remember when I first tried Gmax then gave up because it was too dificult. Now I am almost a fricken pro! I just got to catch up with ACK and learn more advancedstuff like using scripts and making buildings/vehicles.