Subject: My first building
Posted by iscripter on Sat, 01 Mar 2003 09:47:04 GMT
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I am sure most of you think it sux but i like it

It is my first one using Boolean Tool (Thanks to General Havoc)

Front: http://www.n00bstories.com/image.fetch.php?id=1087099591
Back: http://www.n00bstories.com/image.fetch.php?id=1385042244
Under (inside view): http://www.n00bstories.com/image.fetch.php?id=1399657969

Subject: pyramid?..
Posted by flyingfox on Sat, 01 Mar 2003 10:23:04 GMT
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Well here's your long awaited reply...I don't have any suggestions because I know chit about map/structure making but it looks good. Is it a pyramid?

-fox

Subject: My first building
Posted by Sir Phoenixx on Sat, 01 Mar 2003 13:24:51 GMT
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What is it supposed to be exactly?

Well, if you look at it out of context, it is crap...

But if you knew what it was, and it looked like it was supposed to, than it may not be that bad...

Subject: My first building
Posted by Halo38 on Sat, 01 Mar 2003 13:53:12 GMT
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what is it? :eh:

Subject: hun?
Posted by Havocman on Sat, 01 Mar 2003 15:20:40 GMT
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Halo38what is it? :eh:

What he says..

Subject: My first building
Posted by Havoc 89 on Sat, 01 Mar 2003 16:06:02 GMT
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Halo38what is it? :eh:

thats what i like to know. :huh:

Subject: My first building
Posted by iscripter on Sat, 01 Mar 2003 17:19:17 GMT
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When i made it i wasn't sure what it was gonna be, but it will be a bunker, im gonna make slits all around and a second level inside it.. so it's a 2-story bunker

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Subject: My first building
Posted by Sir Phoenixx on Sat, 01 Mar 2003 17:29:07 GMT
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Oh, a Pyramid Bunker...

At least it looks like a Pyramid

Subject: My first building
Posted by iscripter on Sat, 01 Mar 2003 18:17:49 GMT
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yup

You think the idea sux?

i want some more posts with suggestions please!

Subject: My first building
Posted by snipefrag on Sat, 01 Mar 2003 18:50:40 GMT
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i eard you talking about this in mIRC and it looks good, plain but good and after all every builidng cant be fancy.

Subject: My first building
Posted by dead4ayear2 on Sat, 01 Mar 2003 20:58:27 GMT
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If it's a bunker then why don't you test it? If someone plants a nuke right next to it and you're inside, would you survive? If you're in it and a tank is shooting it, would you not get hurt? Is there anything to keep enemy infantry from shooting you or just coming in and making a mess out of you? I think not.

Subject: My first building
Posted by Anubisz on Sat, 01 Mar 2003 21:05:32 GMT
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it looks nice to me

Subject: My first building
Posted by iscripter on Sat, 01 Mar 2003 21:18:51 GMT
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i did made the walls extra big, so arty can't hurt you when you are iside and it is shooting at it

---

Subject: My first building
Posted by Griever92 on Sat, 01 Mar 2003 22:17:49 GMT
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iscripteryup

You think the idea sux?

i want some more posts with suggestions please!

Good concept... Post more screens when it's textured

Subject: My first building
Posted by snipefrag on Sat, 01 Mar 2003 22:17:59 GMT
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i am sure the artys can hurt you for there is a hole

Subject: NOt bad for your first, keep it up?
Posted by Captkurt on Sun, 02 Mar 2003 04:45:54 GMT
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The more you do, the better you get. nice job.

Subject: My first building
Posted by spreegem on Sun, 02 Mar 2003 23:47:59 GMT
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i think its pretty good

Subject: My first building
Posted by Sk8rRIMuk on Mon, 03 Mar 2003 02:17:48 GMT
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Hey that looks pretty good i'm practicing my modelling hope my 1st work is a s good as this.

-Sk8rRIMuk

Subject: My first building
Posted by iscripter on Tue, 04 Mar 2003 11:28:19 GMT
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i dropped it.. not working on it anymore, if you want the .gmax (wich i doubt you do) you can
contect me via this forum or webmaster@nodnl.net

Subject: My first building
Posted by snipefrag on Tue, 04 Mar 2003 11:58:56 GMT
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 carry on its the only way you learn to make better buildings

---

Subject: My first building
Posted by iscripter on Tue, 04 Mar 2003 12:45:27 GMT
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true, but i think i f*cked it a little..

the 'walls' on the sides are the same pyramid and they are full pyramids too.. so if i want a hole in the side i have to cut the hole 5 times, on every side and the pyramid itself....

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