Subject: My First Weapon Model
Posted by icedog90 on Thu, 17 Mar 2005 04:24:47 GMT
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Yes, this is the first weapon model I've ever finished so far…

This is the Ingram MAC10. It still needs a few adjustments, most of which are noticeable. One of the most noticeable things that's wrong with this model is the strap in the front… the hook doesn't close in enough and looks like the whole strap can easily fall off. I actually already fixed that, but I rendered these before I did. Another thing is the bolt on the thing that holds the stock, it should be there but it isn't due to the poly count. I plan to reduce the poly count so I can add that detail later.

Polygons (without the silencer): 3610

This model is Half-Life 2 quality, this is not for Renegade. I still think the poly count is too high; I plan to lower it by at least 500.

Here are the renders:

Subject: My First Weapon Model
Posted by Oblivion165 on Thu, 17 Mar 2005 04:32:47 GMT
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I like it but that silencer....??? Im sure its accurate but it looks weird.

Subject: My First Weapon Model
Posted by icedog90 on Thu, 17 Mar 2005 04:35:23 GMT
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Yes, the silencer is accurate, trust me.

Subject: My First Weapon Model
Posted by Chronojam on Thu, 17 Mar 2005 04:56:00 GMT
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Obnoxious. I like the model, you should post your reference

Subject: My First Weapon Model
Posted by icedog90 on Thu, 17 Mar 2005 05:02:47 GMT
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http://www.olegvolk.net/olegv/newsite/gungames/mac10girl.jpg <---- Too big to show in the thread.

http://www.modelguns.co.uk/m11_mgc1.htm

Please note that this above picture is not an editable mesh (which is why you don't see tons of lines everywhere) but when I checked the poly count I did convert it to an editable mesh.

Subject: My First Weapon Model
Posted by Havoc 89 on Thu, 17 Mar 2005 05:41:21 GMT
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Very nice for a first weapon model. Good job.

Subject: My First Weapon Model
Posted by icedog90 on Thu, 17 Mar 2005 05:46:10 GMT
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Thanks.

And for those of you who think the silencer is weird:

It's not really meant to go with the model, I just threw it in to make it interesting.

Subject: My First Weapon Model
Posted by IRON FART on Thu, 17 Mar 2005 05:59:22 GMT
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Thats really really good.

Subject: My First Weapon Model

Posted by Sir Phoenixx on Thu, 17 Mar 2005 14:24:58 GMT
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Looks pretty good. You just need to move the trigger guard back a little because it's supposed to be connected to the grip.

Make sure you delete all of the polygons that are inside of another object, and if you can replace a part with a lower polygon part with little to no visual change (with smoothing groups applied), then do it. The polygon count needs to be as low as possible while still retaining the visual details. If you can replace a 12 sided cylinder with an 8 sided cylinder and not notice a difference (when you look at it from the same distance it would be in first person view) , then you should.

Subject: My First Weapon Model
Posted by SuperMidget on Thu, 17 Mar 2005 16:24:53 GMT
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Wow I really like it.

Your FIRST weapon model?? Nice. Very nice.

Subject: My First Weapon Model
Posted by Sn1per XL on Thu, 17 Mar 2005 19:31:53 GMT
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Looks very good and accurate. Now unwrap it, so I can texture it.

Subject: My First Weapon Model
Posted by icedog90 on Thu, 17 Mar 2005 19:39:08 GMT
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Sir PhoenixxLooks pretty good. You just need to move the trigger guard back a little because it's supposed to be connected to the grip.

Make sure you delete all of the polygons that are inside of another object, and if you can replace a part with a lower polygon part with little to no visual change (with smoothing groups applied), then do it. The polygon count needs to be as low as possible while still retaining the visual details. If you can replace a 12 sided cylinder with an 8 sided cylinder and not notice a difference (when you look at it from the same distance it would be in first person view) , then you should.

Thanks for the advice. Most of the cylinders are 8 sides except for the bigger cylinders like the barrel and stock.