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Subject: My First Weapon Model

Posted by [Slash0x](#) on Mon, 12 Sep 2005 05:47:37 GMT

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Alright, my first weapon model. I decided to model my first weapon off of the K7 Avenger from Perfect Dark (I loved that game). Obviously, the game is obsolete compared to things that can be done now, so I added most of the crevices for detail and I hope to make a good enough texture to bring out the much more tiny details. Here's a few screenies of what I have done so far:

For Render Lovers:

Random Sides:

Wireframes in 3DS max:

After modelling it from looking at the weapon through a N64 emulator, I decided to edit it a bit to give it more of a realistic look. Here's a few things I edited with my known knowledge about guns (some terms and functions I don't know or am overlooking):

1. The chamber area I edited so that the ejected bullets come out of the right side. The other side is blocked and is just another crevice. Then added a piece to allow a person to pull back the chamber like you could with a real gun.
2. The back was just metal and I thought it would hurt to shoot it (ouch! my shoulder!), so I added a little padding piece to the stock (I think that's the right area).
- \*3. And yes, I did notice that the clip and the chamber aren't aligned like they should be. I didn't want to edit too much or it just wouldn't be the same.

Please give me some HELPFUL feedback; dumbass statements I'll just ignore.

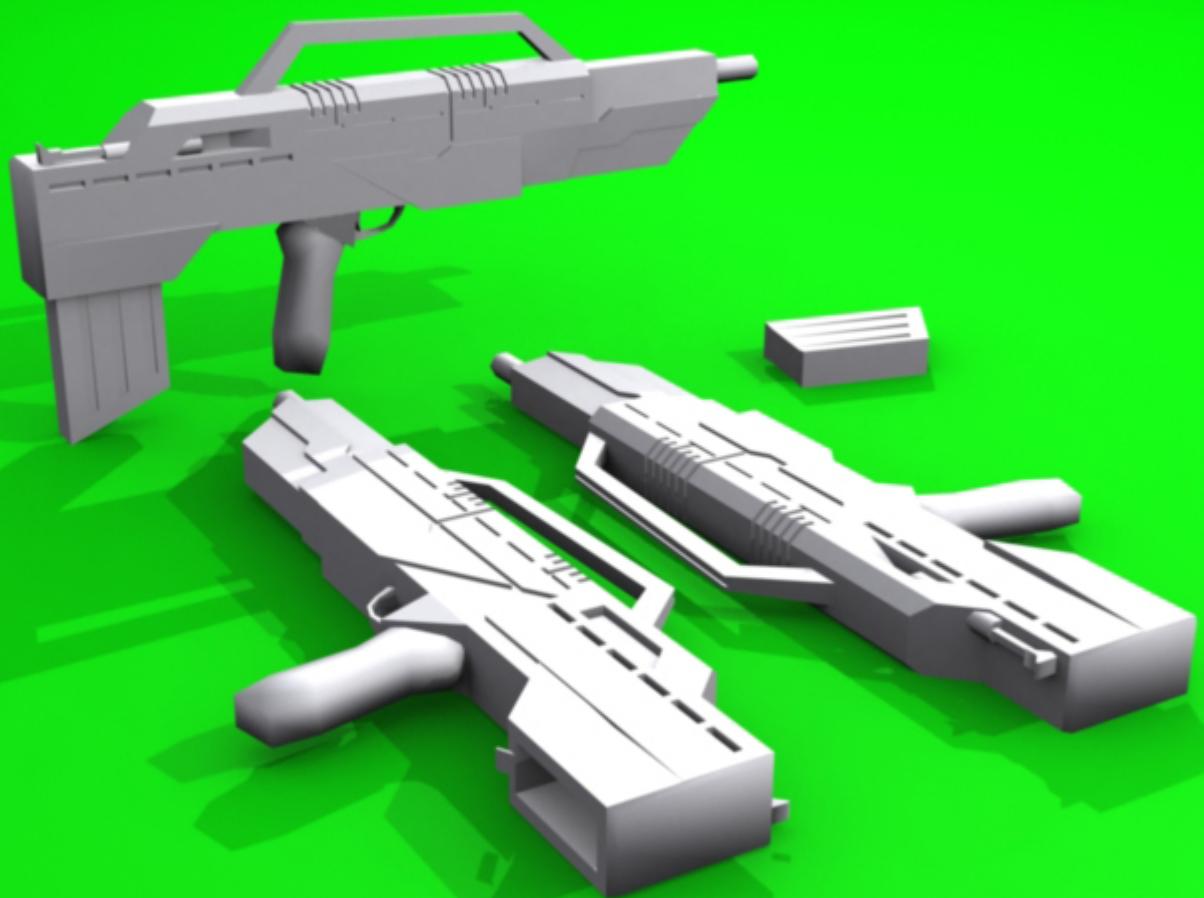
I hope to receive some helpful advice to make this better and as much realistic as I can make it without effecting the classical shape. Remember, this was my first weapon model. Thanks in advance to all.

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#### File Attachments

- 1) [k7\\_avenger.jpg](#), downloaded 965 times

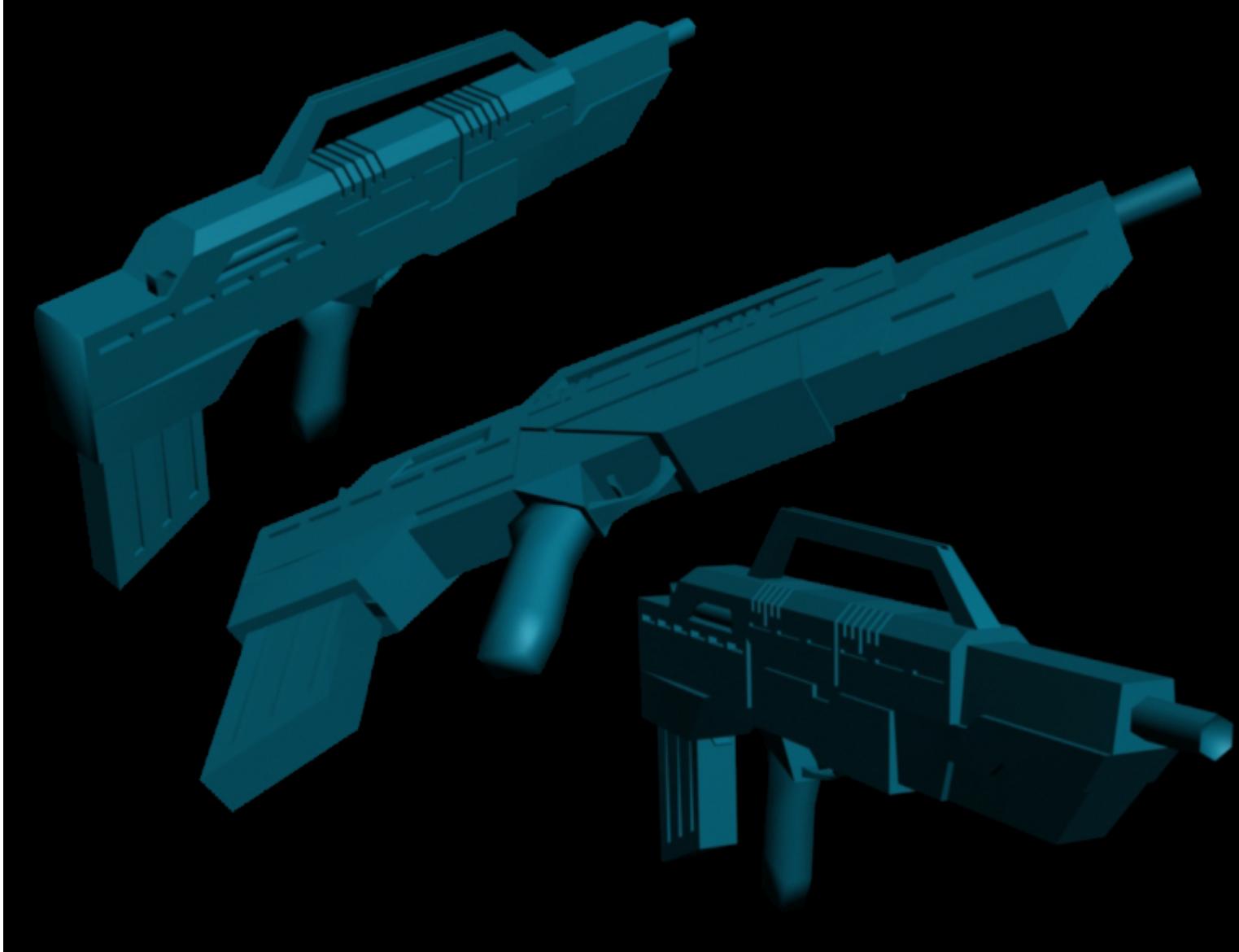
# K7 AVENGER



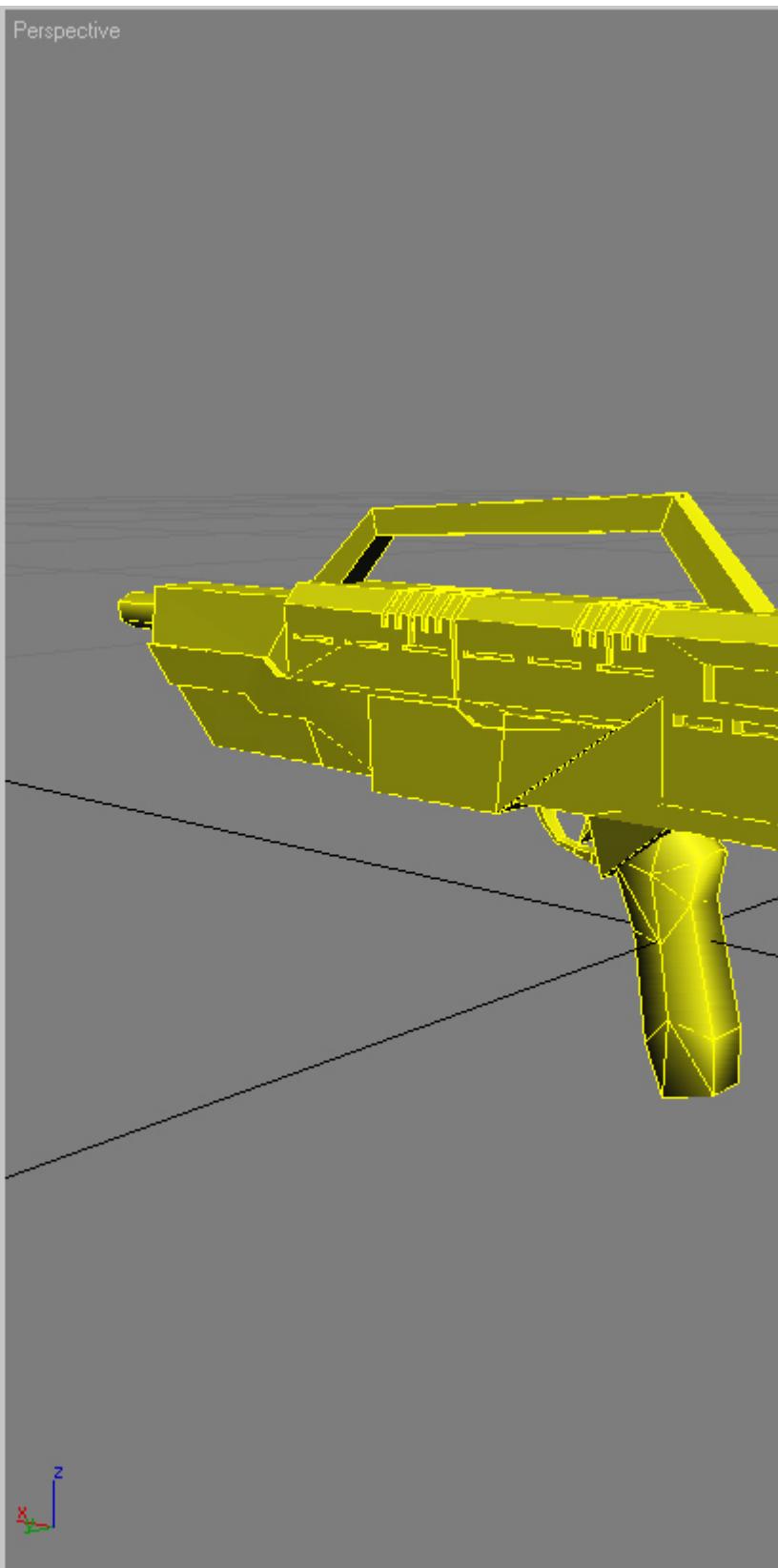
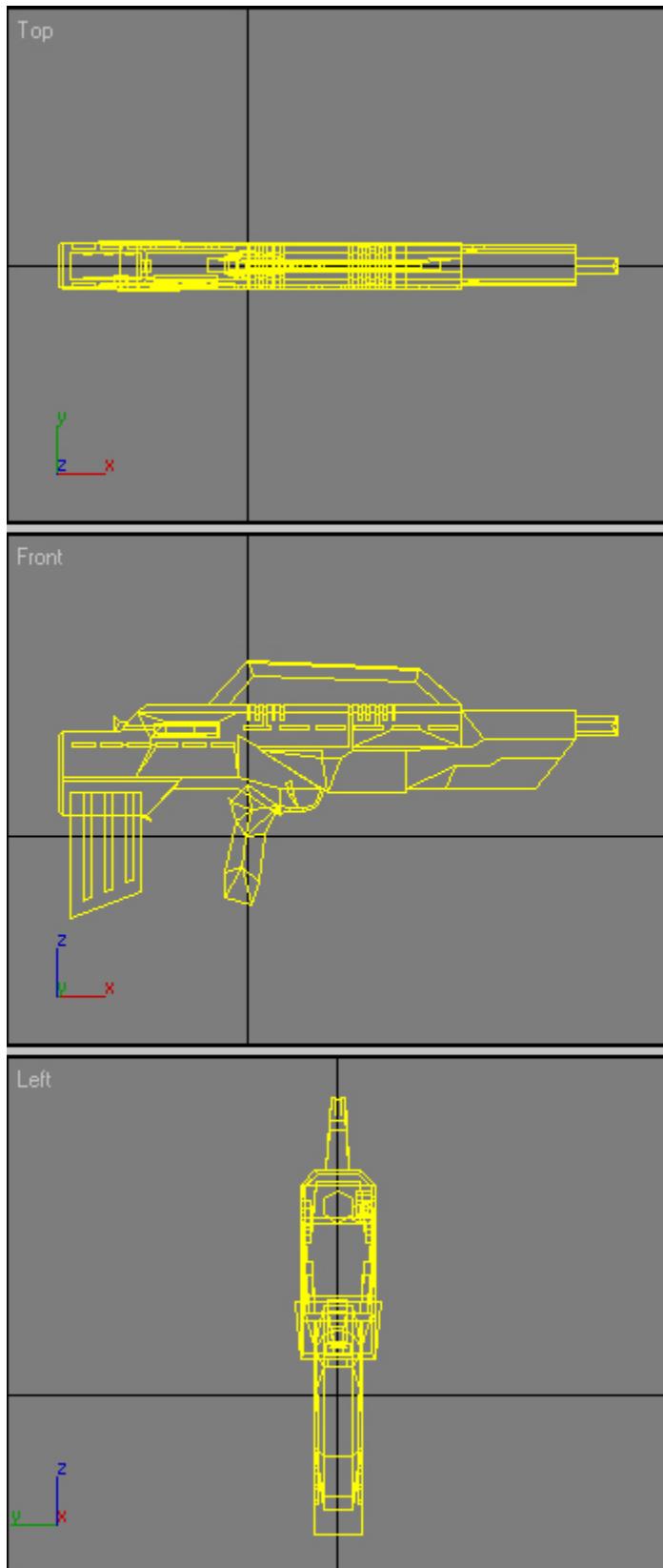
SA

Polygons: 1558

2) [k7\\_avenger2.jpg](#), downloaded 961 times



3) [k7\\_avenger3.jpg](#), downloaded 945 times



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Subject: Re: My First Weapon Model

Posted by [Dave Mason](#) on Mon, 12 Sep 2005 07:03:07 GMT

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I don't know alot about modelling but from what I can see, for a frist time, that's a relaly good job.

You've already beaten my first model, which was a large cube.

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**Subject: Re: My First Weapon Model**

Posted by [Jecht](#) on Mon, 12 Sep 2005 08:44:48 GMT

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My first model was a cone. Needless to say, you beat me lol.

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**Subject: Re: My First Weapon Model**

Posted by [TEKNIK](#) on Mon, 12 Sep 2005 12:03:52 GMT

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My first model in Gmax/RenX was a car.

Move to C4D, much more powerful.

Get image quaity up to and higher than this:-

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**Subject: Re: My First Weapon Model**

Posted by [Slash0x](#) on Mon, 12 Sep 2005 13:10:42 GMT

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Wasn't my first overall model, but was my first "weapon" model. Thought I'd just point that out.

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**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.

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**Subject: Re: My First Weapon Model**

Posted by [bandie63](#) on Mon, 12 Sep 2005 14:39:11 GMT

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My first model was a very sexy tea pot.

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**Subject: Re: My First Weapon Model**

Posted by [Oblivion165](#) on Mon, 12 Sep 2005 22:53:55 GMT

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Nothing wrong with some good'ol Perfect Dark.

I just hope you didnt use Nemu64's model extractor. It could ruin your credit around here.

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**Subject: Re: My First Weapon Model**

Posted by [TEKNIK](#) on Tue, 13 Sep 2005 16:50:09 GMT

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bandie63 wrote on Mon, 12 September 2005 09:39My first model was a very sexy tea pot.

LOL, took all of 3 seconds to that, i bet.

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Subject: Re: My First Weapon Model  
Posted by [rm5248](#) on Tue, 13 Sep 2005 23:33:21 GMT  
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I thought you did this model too...?

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Subject: Re: My First Weapon Model  
Posted by [icedog90](#) on Tue, 20 Sep 2005 23:33:56 GMT  
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TEKNIK wrote on Mon, 12 September 2005 07:03Move to C4D, much more powerful.

Get image quaity up to and higher than this:-

You can do a render just as well or better than that in 3dsmax.

<http://www.renegadeforums.com/index.php?t=msg&th=14192&start=0&rid=634>

Note that there are no shadows because I forgot to turn them on when I rendered those... oops.

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Subject: Re: My First Weapon Model  
Posted by [Spice](#) on Thu, 22 Sep 2005 07:19:59 GMT  
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Good. I'm glad I wasn't the only one who thought so. That by far blows away my first weapon model. I made it in 3D Studios Max 5, Oh the memories.

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I've kept that Render for a reminder of when I was first starting in 3D arts. Embarrassing, I know. I was never too good at modeling weapons. Even now.

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