Subject: Weapon Models
Posted by AADude7 on Fri, 23 Sep 2005 00:24:40 GMT
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I need to make a weapon model but I only have GMax.
Is it possible to make a accurate weapon model in gmax?

Subject: Re: Weapon Models
Posted by M1Garand8 on Fri, 23 Sep 2005 00:59:29 GMT
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Yes, why not? Accurate models doesn't really depend much on the program, it's the reference and your skill. However, if dislike GMax, you can do the modeling on 3DSMax. Which needs $$$.

Subject: Re: Weapon Models
Posted by icedog90 on Fri, 23 Sep 2005 06:56:50 GMT
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Well, the difference between Gmax and 3dsmax is HUGE. I simply cannot model a weapon in Gmax unless I used box modeling. The way I model weapons simply cannot be done in Gmax.

Subject: Re: Weapon Models
Posted by Sir Phoenixx on Fri, 23 Sep 2005 12:06:48 GMT
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Gmax is missing a lot of features that 3dsmax has but it is still fully capable of being able to model weapons or other objects in it.

Quote:The way I model weapons simply cannot be done in Gmax.
Which way is that?

Subject: Re: Weapon Models
Posted by AADude7 on Fri, 23 Sep 2005 18:41:41 GMT
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Oh well...
When I get 3000 dollars or my friend gives me it or something ill install 3Ds Max7.

Subject: Re: Weapon Models
Posted by rm5248 on Fri, 23 Sep 2005 19:49:38 GMT
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Here's a (rather crappy) model of a Falcon 2 from Perfect Dark that I did a while ago... So yes, it is possible.

EDIT: Although the poly count is probably insanely high on it. I just kinda used all of the normal objects and manipulated them. It's mostly made up of boxes and cylindars.

Subject: Re: Weapon Models
Posted by AADude7 on Fri, 23 Sep 2005 20:37:08 GMT
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Oh yeah,
I remembered something.
Where do you get that hands.gmax file if you acually need it?

Subject: Re: Weapon Models
Posted by rm5248 on Fri, 23 Sep 2005 21:08:56 GMT
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http://laeubi.de/files/console.php?id=18

That should be it.

Subject: Re: Weapon Models
Posted by icedog90 on Sat, 24 Sep 2005 07:28:14 GMT
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Sir Phoenixx wrote on Fri, 23 September 2005 08:06Quote:The way I model weapons simply cannot be done in Gmax.
Which way is that?

Starting with a plane, extruding and adding vertices as I go. By my knowledge I doubt it's easily possible in Gmax, since I've tried looking and figuring it out by boredom.

I know it is perfectly possible to model a weapon in Gmax though.

Subject: Re: Weapon Models
Posted by AADude7 on Wed, 28 Sep 2005 22:44:06 GMT
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Ok 1ST person on my gun is pointing to the sky...
WTF?

Subject: Re: Weapon Models
Posted by AADude7 on Wed, 28 Sep 2005 22:45:15 GMT
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AADude7 wrote on Wed, 28 September 2005 14:44Ok 1ST person on my gun is pointing to the sky...
WTF?

Ok but 3RD person is awesome

Subject: Re: Weapon Models
Posted by rm5248 on Wed, 28 Sep 2005 23:01:21 GMT
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You've got to have like 3 different weapon models. If the gun is pointing at the sky, rotate the gun around the trigger guard about 90 degrees or so, save the file, put it in your data folder, run Renegade and see what happens. That's how I've gotten models to work properly.