Subject: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 08:32:18 GMT
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Here is my Latest Character WELL its a VEHICLE For Skynet i made for my Terminator mod, it took 6 hours to make

Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 08:33:36 GMT
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I dident use no Photoshop nore Paintshop pro, it was 100 % made in 3ds max 7 doing Volumetric Fog, and Video Post. and bump mapping. AND THIS IS A WALL PAPER I MADE FOR THE MOD TOO. SO FEEL FREE TO USE IT AS UR DESKTOP PICTURE IF U WANT....

Subject: Re: New Character made tell me what yall think
Posted by nopol10 on Fri, 19 May 2006 10:20:54 GMT
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Nice cool vehicle. The thing I don't like about the models so far are that they have this smooth look thing to it. It feels kind of weird...

So far so good anyway.

Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 11:03:04 GMT
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Haha yea thats why in my first post ever i said i Model in High Poly only LOL, i never liked lookin at games and seeing a polygon split into another like this _| i hate how they go flat, i like to have it like this) nice and smooth so it looks more real. for an example games make Characters with Flat Polygons, id rather have it round or wut ever a persons arm shape is........... not like

_
_|
.......it should be smooth LOL, you no wut im sayin ?
ur just not usto it LOL

Subject: Re: New Character made tell me what yall think
Posted by JeepRubi on Fri, 19 May 2006 12:16:49 GMT

It wont work on renegade if its that high poly, it will lag the game majorly.

Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 16:17:17 GMT

i just tested it out, i just walked around it on teh map and it was running as smooth as could be, so there aint too much Polys, thats one thing yall guys dont understand, the Renegade Engine is a Very GOOD Engine, ive had it running at 230 thousand polys a frame and was running smooth, or its cause i actually have smooth work so it runs smooth i have no idea i just no its working fine for me and i only got 1 gig of ram, a gay Duron Processer if that means anything to u LOL, Durons are old and out of date by a few years LOL

Subject: Re: New Character made tell me what yall think
Posted by icedog90 on Fri, 19 May 2006 17:31:41 GMT

you realize that if you put a 512x512 or a 256x256 texture on that model and use a few in the game, with many other vehicles with zagoonillions of triangles that have textures, it will lag a fucking ton.

Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 19:00:47 GMT

thats why im makin Massive sized maps so it wont all be bunched up in one spot LOL, i mean its gonna be huge maps, its hard to explain its something ull have to see when its done LOL, when i start workin on maps again ill take pics of them from a Birds eye view, right now im tryin to build atleast something diffrent than maps LOL

Subject: Re: New Character made tell me what yall think
Posted by icedog90 on Fri, 19 May 2006 19:41:26 GMT

Making the map huge won't help.

but fine, don't believe me. You're going to find out sooner or later though that it will lag. and don't say I don't know this stuff.

Subject: Re: New Character made tell me what yall think
Posted by Shadow2256 on Fri, 19 May 2006 20:12:32 GMT
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Okay, here's a tip. When making models, don't cloud it with fog and lights and all that crap. It almost seems as if you are trying to hide the true appearance of it. Let us see the thing for what it really is. And also, I agree with icedog, it isn't gonna work out with a huge map.

I must at least give you a hand for effort though.

Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 21:47:00 GMT
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ohhh i dont think i mentioned that pic up top was a WallPaper i made for it LOL LOL LOL LOL.. ok im going to let yall decide if this is High Poly Modeling im not sure exactly i just no its alot of Polygons AND I PUT LIKE 50 OF THESE in the Beta Test map to try if it got slow and it did not get slow so heres the pic

OH yea and i got 1 question for u guys, is there anyway possible to extract the Models out of 3ds max to Ren-X with the Textures still on it the same way i got them on it on the main pic ?

Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 21:54:13 GMT
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Main pic as in Wall Paper not the Pic above i mean the one at the very top with the Volumetric Fog, lights, and Video Post. and yes the Textures are in it on the 3ds max pic, im just useing Agricultral material so u cant see it unless u render it LOL and sry for that pic being that big i had no idea it was that big sry guys

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Subject: Re: New Character made tell me what yall think
Posted by Major Mike on Sat, 20 May 2006 00:14:55 GMT
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That is extremely high poly for Renegade. There is no way the engine can handle this and large maps. Theres also a lot of unnecessary polys in the model. You are going to have to cut back if you want this in Renegade.