Subject: My first (horrible) model
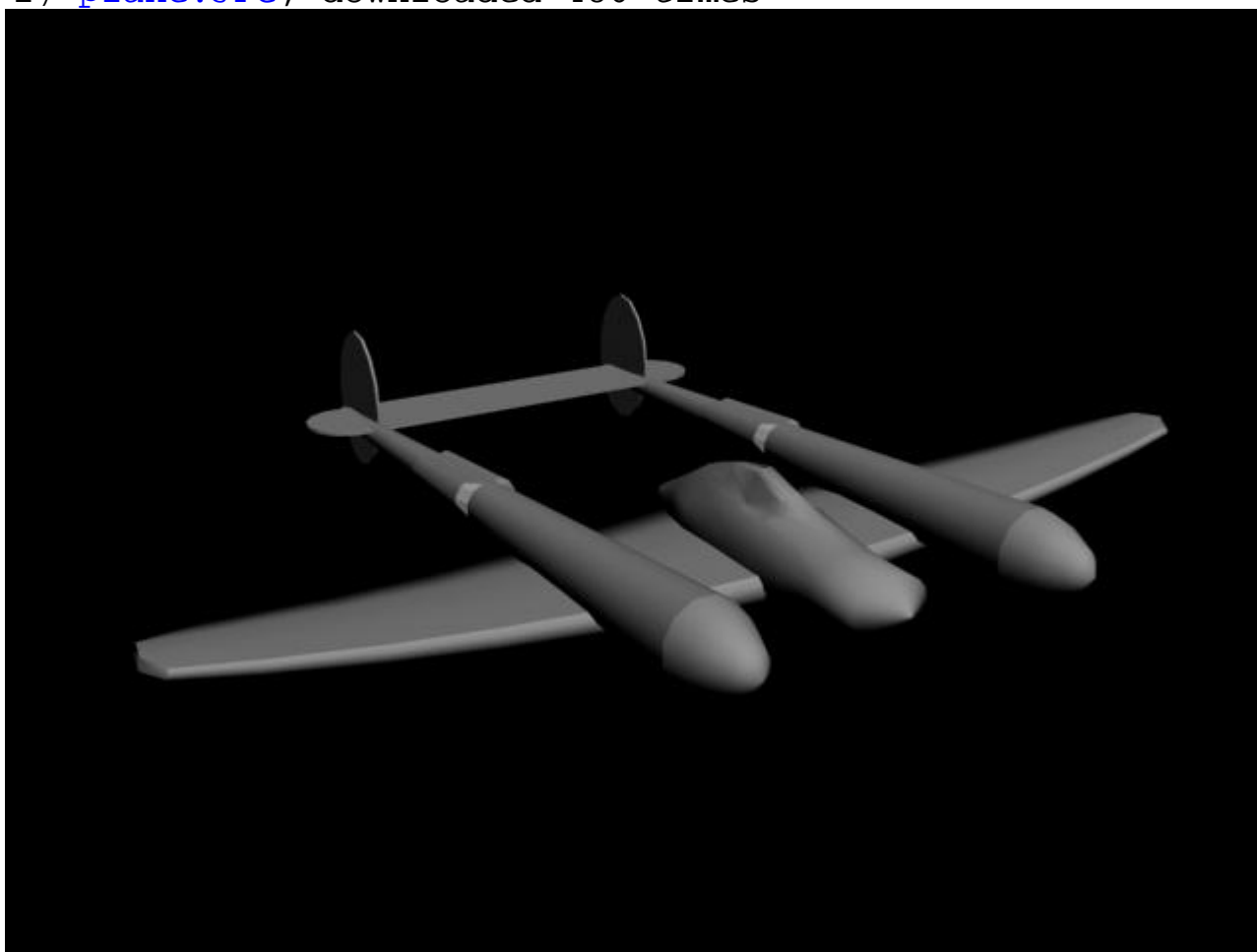Posted by Sn1per74* on Sat, 24 Mar 2007 17:46:38 GMT
View Forum Message <> Reply to Message

I made this from a tutorial. What do you think? Bash it do whatever you want, tell me what I need to improve etc.

File Attachments
1) plane.JPG, downloaded 486 times

Subject: Re: My first (horrible) model
Posted by u6795 on Sat, 24 Mar 2007 18:19:06 GMT
View Forum Message <> Reply to Message

Not bad! Keep working on it, give it some detail and a nice texture. And I think you should add propellers.

Great for a first try though, congrats man!

Subject: Re: My first (horrible) model
Posted by Viking on Sat, 24 Mar 2007 18:29:45 GMT
View Forum Message <> Reply to Message

Better than anything I can do.

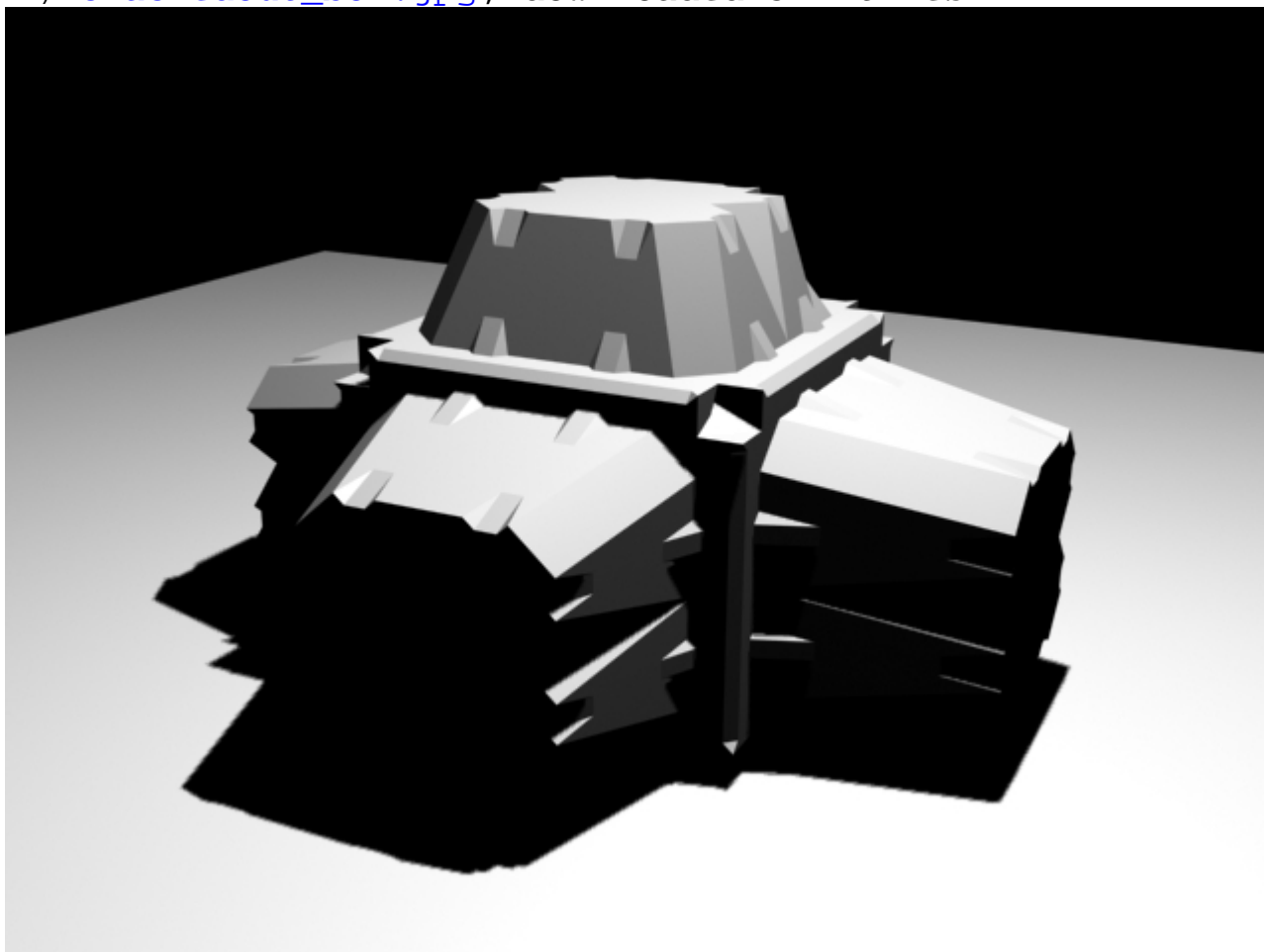Subject: Re: My first (horrible) model
Posted by Dave Anderson on Sat, 24 Mar 2007 18:34:10 GMT
View Forum Message <> Reply to Message

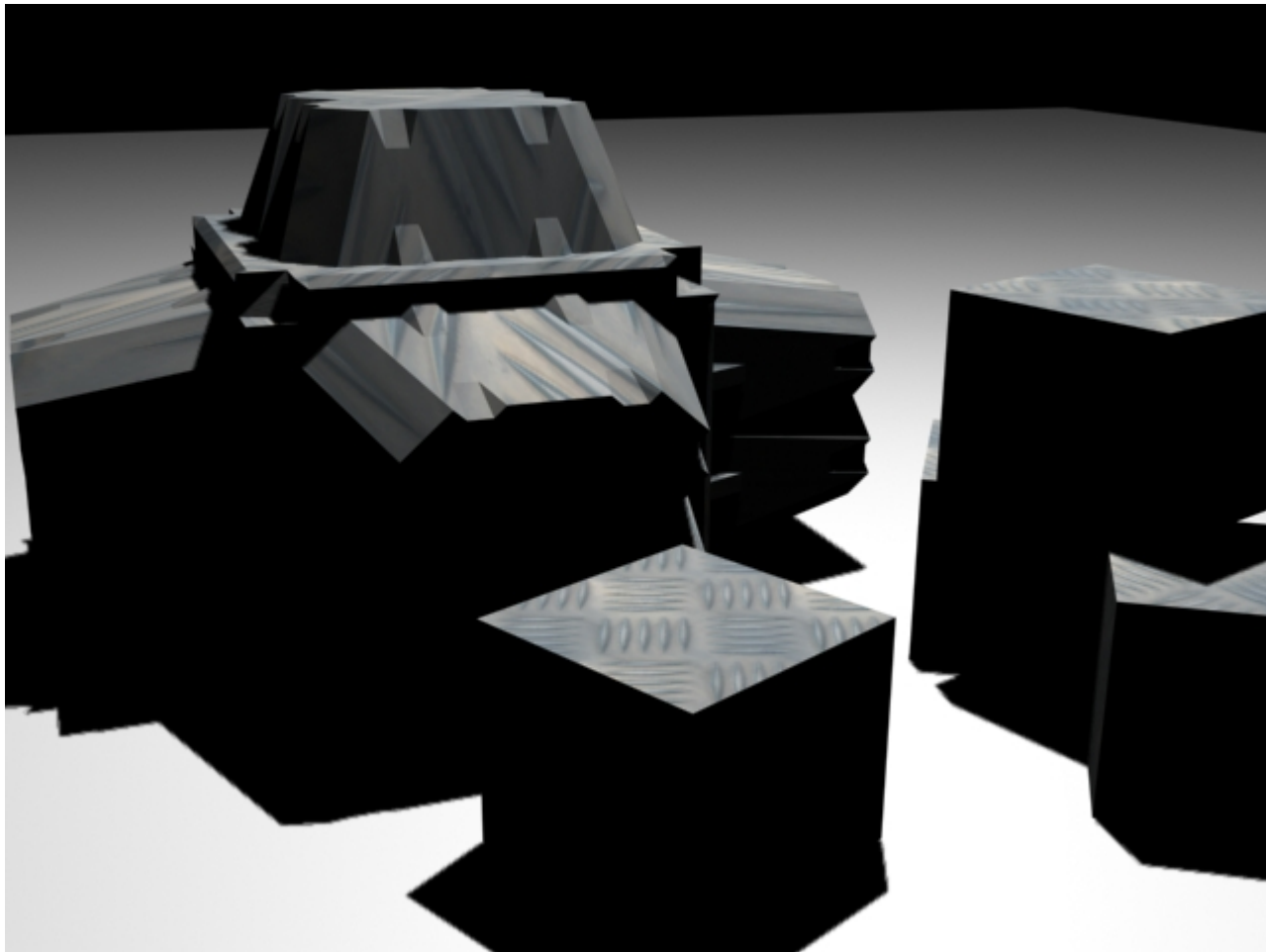Same here. The best I've ever done is a cracked out box. ^^

I bet with a little work your plane can look very nice.

File Attachments
1) crackedout_box.jpg, downloaded 514 times

2) crackedout_box-wtexture2.jpg, downloaded 508 times

Subject: Re: My first (horrible) model
Posted by Zion on Sat, 24 Mar 2007 20:30:24 GMT
View Forum Message <> Reply to Message

That's actually quite good. Better than the first thing i done.

Add some props and touch up the middle body. Then give it a texture and render it with a skylight and advanced light tracer.

Oh and Dave, if you give that weird box thingie a box UV map it will look better. Try shrinking the parameters too.

Subject: Re: My first (horrible) model
Posted by Dave Anderson on Sat, 24 Mar 2007 22:04:36 GMT
View Forum Message <> Reply to Message

I've been trying to search online for some decent modeling tutorials, but I'm having no luck. Anyone here know some good tutorial websites for modeling?

Subject: Re: My first (horrible) model
Posted by Zion on Sat, 24 Mar 2007 23:19:10 GMT
View Forum Message <> Reply to Message

http://www.turbosquid.com

If anything i think a personal tutor will be better since you can ask questions instead of being told all the time. If you need any help on this subject you can contact me. It's the least i can do since you accepted me onto your student programme.

Subject: Re: My first (horrible) model
Posted by Sn1per74* on Sun, 25 Mar 2007 02:30:02 GMT
View Forum Message <> Reply to Message

Thanks for all the feedback guys!
www.tutorialized.com also has alot of tutorials.

Subject: Re: My first (horrible) model
Posted by Sn1per74* on Sun, 25 Mar 2007 04:19:24 GMT
View Forum Message <> Reply to Message

How do you make a skylight and use the advanced light tracer?

Subject: Re: My first (horrible) model
Posted by Dave Anderson on Sun, 25 Mar 2007 04:39:41 GMT
View Forum Message <> Reply to Message

Select the creation tab, then the lights tab. Select skylight, then place it wherever you want. Make sure your skylight is still selected then select the modify tab. For a good effect, make sure the shadows checkbox is checked. Now press F10, and select Raytracer or Advanced Lighting, and click Render.

That's how I do it, although I'm probably forgetting something or don't know about something. I hope that helps.