
Subject: GDI Watchtower

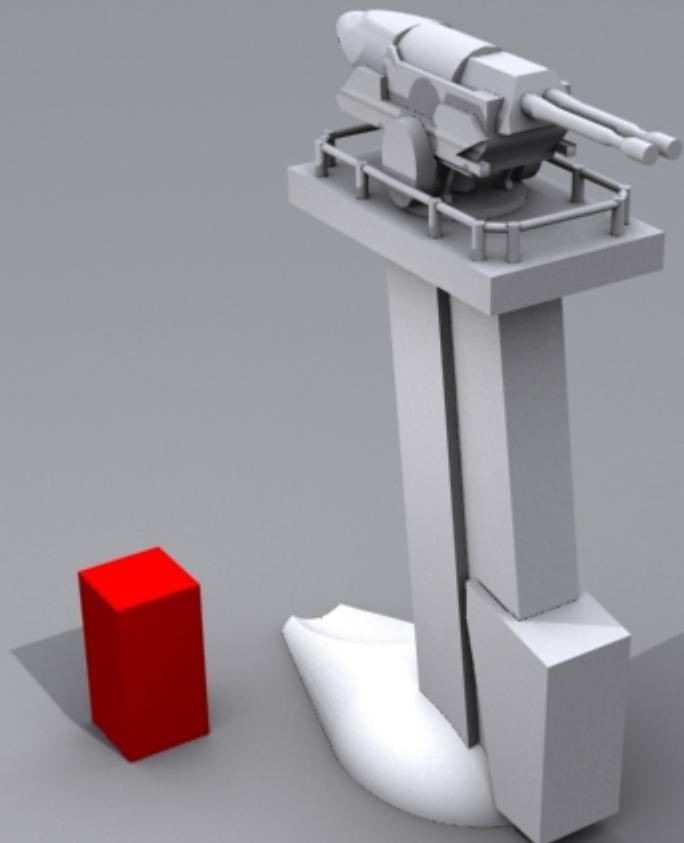
Posted by [nopol10](#) on Sat, 30 Jun 2007 09:23:28 GMT

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This is a render of the GDI Watchtower (TW) I made. Anyone interested? (It is not unwrapped, I am not good at it)

File Attachments

1) [watchtower.jpg](#), downloaded 864 times



Subject: Re: GDI Watchtower

Posted by [Veyrdite](#) on Sat, 30 Jun 2007 11:10:12 GMT

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clap clap clap clap clap clap clap.....

Nice, the 1x1x2 box is a person, right?

Any chance of a wireframe ss?

Uvwunwrapping takes forever, i know, and you have to guess the size of each piece on the image-or do it twice over, once for the map shapes, then to rearrange and properly unwrap. If you were going to skin it, use something like a 1024x1024 or 2048x2048, but otherwise use some gdi building textures properly aligned.

EDIT: make a worldbox that only stretches the main horizontal shaft, put ladder transitions ontop and bottom, and manually place invisible collidables objects in le around where the feet are and where the gun is mounted.

Subject: Re: GDI Watchtower

Posted by [Zion](#) on Sat, 30 Jun 2007 13:18:04 GMT

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Very short, and stubby. The boxy supports are too boxy, add detail or polygons to make them less boxy. I like the base, don't know what that box at the front of it is. The platform is too boxy aswell. From memory i think the actual guard towers platform isn't a box. Cannon looks too low down aswell. It looks like if it tries to attack people within 5 meters from the base it'll destroy the rail.

There's something wrong with the rail too. Can't quite put my finger on it.

(If you found any of this offensive to your work i apologize, but that is criticism.)

Subject: Re: GDI Watchtower

Posted by [Jerad2142](#) on Sat, 30 Jun 2007 13:39:48 GMT

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dthdealer wrote on Sat, 30 June 2007 05:10

Uvwunwrapping takes forever, i know, and you have to guess the size of each piece on the image-or do it twice over, once for the map shapes, then to rearrange and properly unwrap.

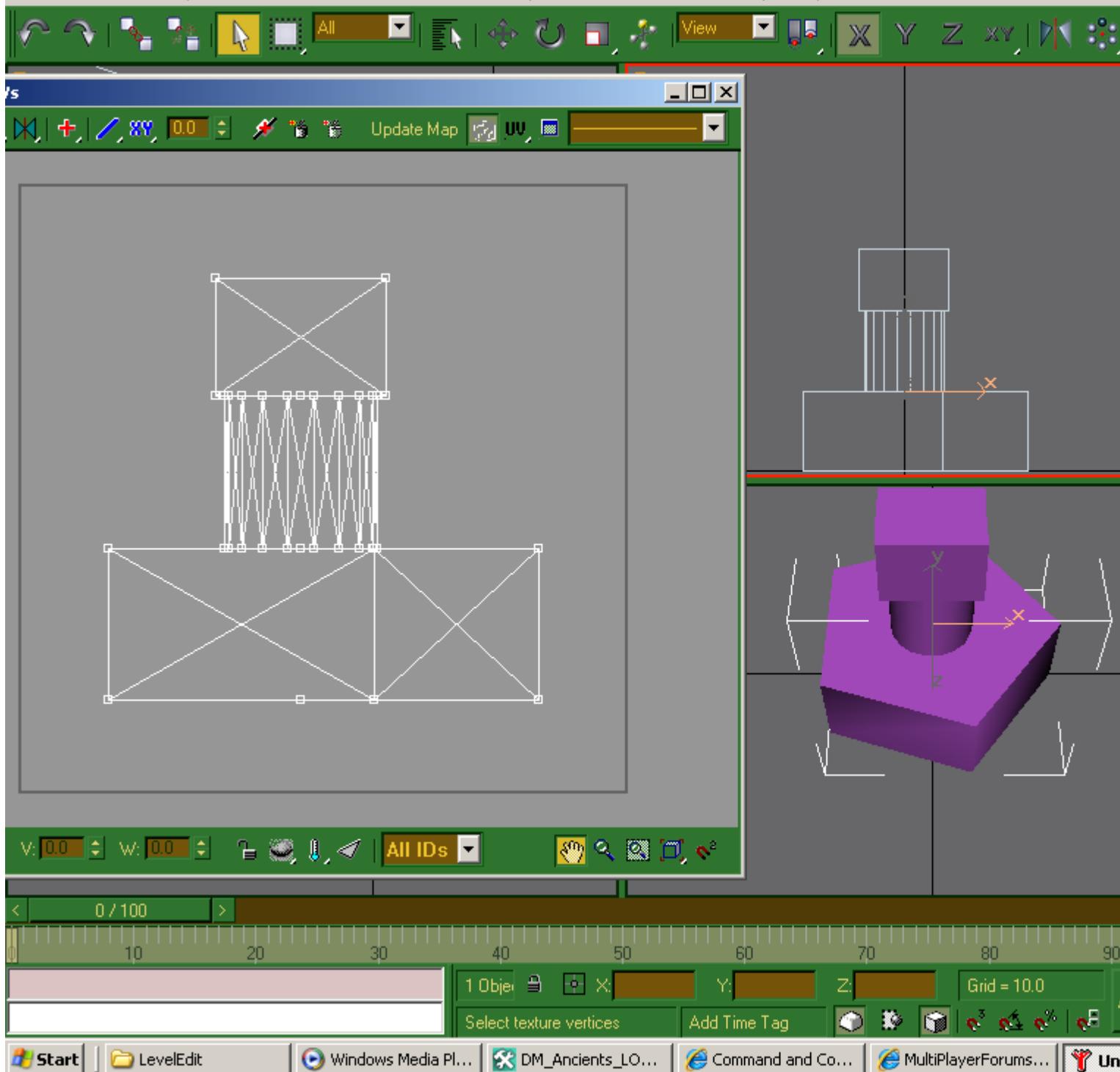
Really if you do it right there is no guessing at all:

File Attachments

1) [1231.png](#), downloaded 618 times

Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



Subject: Re: GDI Watchtower
Posted by [Sn1per74*](#) on Sat, 30 Jun 2007 13:45:17 GMT
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I think its party looking.

Subject: Re: GDI Watchtower

Posted by [sadukar09](#) on Sat, 30 Jun 2007 15:13:30 GMT

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good job he did everything correct

Subject: Re: GDI Watchtower

Posted by [BeiRneY](#) on Sat, 30 Jun 2007 16:15:24 GMT

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thats some sweet work. was thinking about getting into modelling meself so just checkign what people can do

Subject: Re: GDI Watchtower

Posted by [nopol10](#) on Sun, 01 Jul 2007 01:40:33 GMT

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The Merovingian wrote on Sat, 30 June 2007 21:18Very short, and stubby. The boxy supports are too boxy, add detail or polygons to make them less boxy. I like the base, don't know what that box at the front of it is. The platform is too boxy aswell. From memory i think the actual guard towers platform isn't a box. Cannon looks too low down aswell. It looks like if it tries to attack people within 5 meters from the base it'll destroy the rail.

There's something wrong with the rail too. Can't quite put my finger on it.

(If you found any of this offensive to your work i apologize, but that is criticism.)

Yeah, I just noticed that if the turret swings, the rail will crack.

Thanks for the comments.

Oh, this was my reference picture and so was the one that sadukar put. Except that I have no idea why the box in front of the tower is different:

File Attachments

1) [defenseturret.jpg](#), downloaded 878 times



Subject: Re: GDI Watchtower

Posted by [Veyrdite](#) on Sun, 01 Jul 2007 02:28:41 GMT

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Quote:Really if you do it right there is no guessing at all:

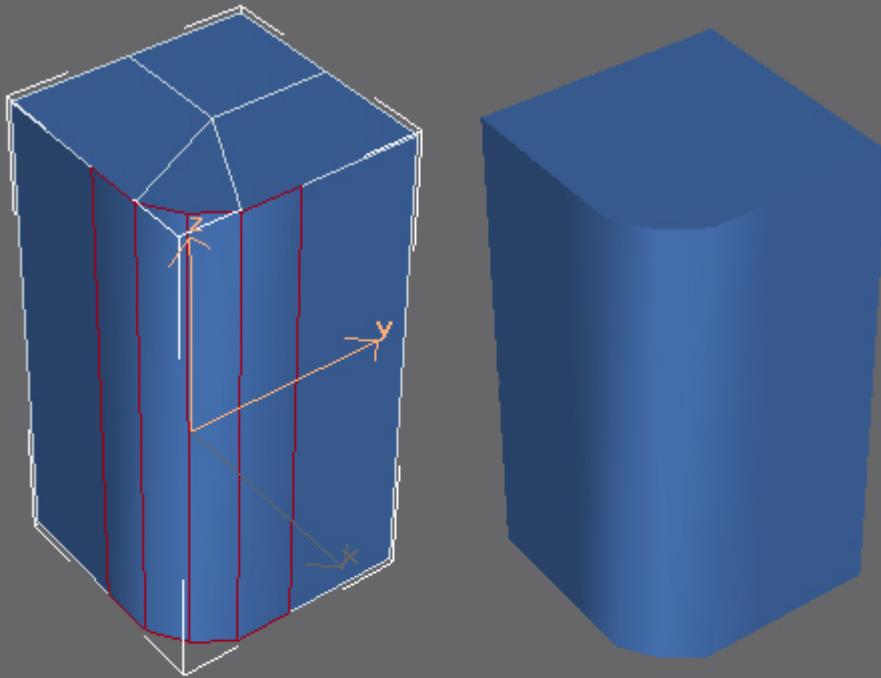
i mean if you makes the uvwrap too large, and cant fit it on the tecture, you have to start again, and if you put everything too small, the model will look crap.

the railing posts need a few more polys with the smoothing, and the corners of the bocky base need another poly too.

EDIT: *Blocky parts of the body

File Attachments

1) [curvecheck.jpg](#), downloaded 655 times



If You already haven't, do this to the railing posts and all the other blocky parts to the body.

Smoothing Groups:							
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32



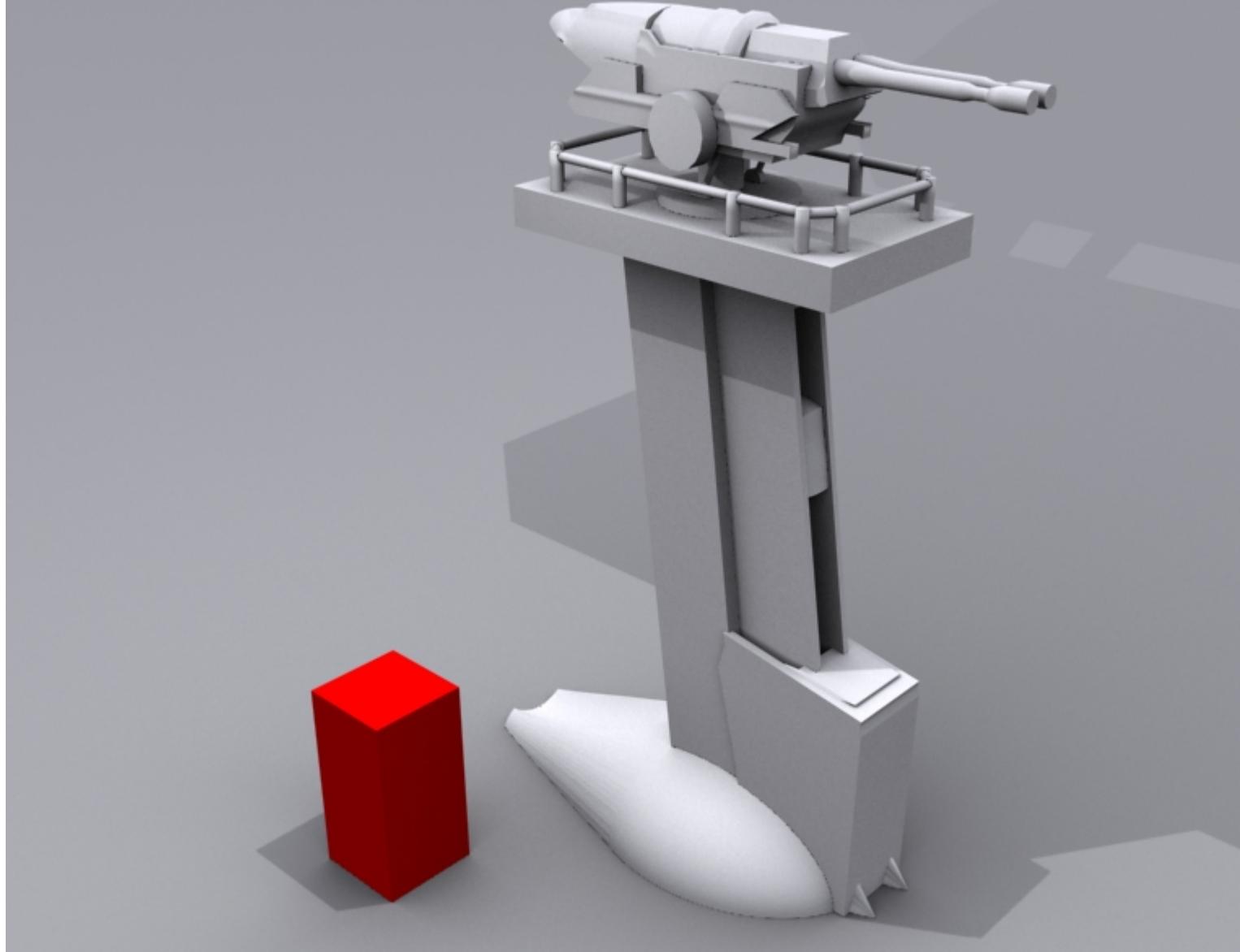
Subject: Re: GDI Watchtower
Posted by [nopol10](#) on Sun, 01 Jul 2007 03:38:46 GMT
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This is a newer watchtower:

I've made the support thinner and smoothed a the rail posts.

File Attachments

1) [watchtower.jpg](#), downloaded 635 times



Subject: Re: GDI Watchtower

Posted by [Sn1per74*](#) on Sun, 01 Jul 2007 03:53:13 GMT

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Sn1per74* wrote on Sat, 30 June 2007 08:45I think its perty looking.

Subject: Re: GDI Watchtower

Posted by [sadukar09](#) on Sun, 01 Jul 2007 13:15:06 GMT

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now is probably the best

Subject: Re: GDI Watchtower

Posted by [Zion](#) on Sun, 01 Jul 2007 21:13:26 GMT

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If i had a working max i'd have a shot at this. But i don't.

Subject: Re: GDI Watchtower

Posted by [jnz](#) on Sun, 01 Jul 2007 22:30:23 GMT

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I'm going to have a shot at it, but don't expect anything that looks like it.

Subject: Re: GDI Watchtower

Posted by [R315r4z0r](#) on Mon, 02 Jul 2007 01:16:12 GMT

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I think the turret looks nice, just something is bugging me about the stand... I dunno what though.. perhaps it is too fat? Goes too far back?

What if you made it a bit skinnier, also by looking at the reference image you showed, I think the top of the stand is skinnier than the bottom base of the stand. It gets smaller as it goes up.

Subject: Re: GDI Watchtower

Posted by [nopol10](#) on Mon, 02 Jul 2007 01:39:15 GMT

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razorblade001 wrote on Mon, 02 July 2007 09:16I think the turret looks nice, just something is bugging me about the stand... I dunno what though.. perhaps it is too fat? Goes too far back?

What if you made it a bit skinnier, also by looking at the reference image you showed, I think the top of the stand is skinnier than the bottom base of the stand. It gets smaller as it goes up.

Good point, I didn't notice that. I used to think that it was parallax.

Subject: Re: GDI Watchtower

Posted by [Brandon](#) on Mon, 02 Jul 2007 02:43:50 GMT

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Very nice.

Subject: Re: GDI Watchtower

Posted by [HORQWER](#) on Mon, 02 Jul 2007 20:11:45 GMT

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i could mae some modles of c&c3 too but i'm not good at modeling and see this

<http://www.renegadeforums.com/index.php?t=msg&th=24710&start=0&rid=21638>

Subject: Re: GDI Watchtower

Posted by [danpaul88](#) on Mon, 02 Jul 2007 20:14:00 GMT

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Nice model. Only comment I have to make is that from the reference image I don't see that curvy stand you have on the bottom of yours, although perhaps it's just the angle of the image.
