Subject: Rate my Models :D	
Posted by mrãçķz	on Sat, 19 Jul 2008 22:56:42 GMT
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OK im working with 3D Studio Max for 6 Days now, now im gonna post some of my work please rate them!

Wreck:

My First Building:

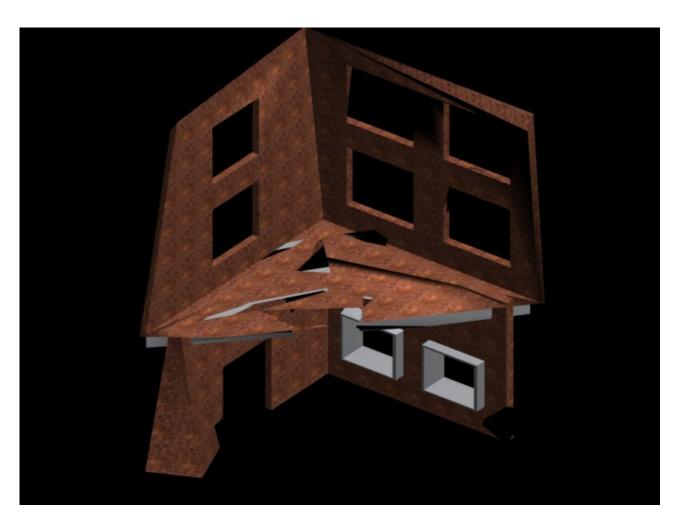
My first selfmade Vehicle to Test Bones:

A edited version of the Medium Tank:

My first try to make a own Pistol:

File Attachments

1) Wreck.jpg, downloaded 698 times



2) First_Factory .jpg, downloaded 694 times



3) TankCar.jpg, downloaded 706 times



4) First_Pistol.jpg, downloaded 680 times



Subject: Re: Rate my Pistol :D Posted by mrãçÄ·z on Sat, 19 Jul 2008 23:01:42 GMT

For these 6 Days i think im pretty good, my favourite Model is the Factory

Subject: Re: Rate my Pistol :D

Posted by HeavyX101- Left on Sat, 19 Jul 2008 23:01:45 GMT

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10/10 Nice job.

Wow, you really got into modeling

Keep up the great work!

Subject: Re: Rate my Models:D

Posted by IronWarrior on Sat, 19 Jul 2008 23:14:06 GMT

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Not bad, I like the tank model and pistol.

Subject: Re: Rate my Models :D

Posted by nopol10 on Sun, 20 Jul 2008 02:01:28 GMT

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Pistol looks nice.

Subject: Re: Rate my Models :D

Posted by Starbuzzz on Sun, 20 Jul 2008 03:09:53 GMT

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Good job man keep going...

Subject: Re: Rate my Models :D

Posted by _SSnipe_ on Sun, 20 Jul 2008 04:23:07 GMT

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there all aswome as fuck

Subject: Re: Rate my Models:D

Posted by HeavyX101- Left on Sun, 20 Jul 2008 04:41:33 GMT

Good thing i'm here and i help him sometimes. Well not all the time, cuz i'm busy

Subject: Re: Rate my Models :D

Posted by bisen11 on Sun, 20 Jul 2008 05:52:40 GMT

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Pretty good, keep at it.

Subject: Re: Rate my Models :D

Posted by LR01 on Sun, 20 Jul 2008 16:25:37 GMT

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yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)

Subject: Re: Rate my Models:D

Posted by HeavyX101- Left on Sun, 20 Jul 2008 17:08:20 GMT

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LR01 wrote on Sun, 20 July 2008 12:25yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it) He needs to use the "Smooth Modifier" tool. When you Extrude stuff, the new part that are added arent smooth. So he needs to use "Smooth Modifier" tool to make them smooth. I use it all the time

Subject: Re: Rate my Models :D

Posted by cpjok on Šun, 20 Jul 2008 17:23:26 GMT

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nice work

Subject: Re: Rate my Models:D

Posted by Dreganius on Wed, 23 Jul 2008 13:35:14 GMT

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Make a Python Revolver replacement and you'll get many people around here offering you e-blowjobs.

Make a Crossbow replacement for the Ramjet and you'll have even more.

Not bad work mate

Subject: Re: Rate my Models:D

Posted by GEORGE ZIMMER on Wed, 23 Jul 2008 14:06:28 GMT

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No offense, but alot of it actually does look like it's just shapes plopped on top of eachother.

The destroyed building piece is just a mess of polygons- Even if it IS meant to be destroyed, you should think about how exactly it got destroyed and such.

Subject: Re: Rate my Models:D

on Wed, 23 Jul 2008 15:32:00 GMT Posted by mrA£A§A·z

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Im new to modeling.. and i want to save polys because most renegade players dont have a good PC

Subject: Re: Rate my Models:D

Posted by HeavyX101- Left on Wed. 23 Jul 2008 15:42:24 GMT

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madrackz wrote on Wed, 23 July 2008 11:32Im new to modeling.. and i want to save polys because most renegade players dont have a good PC My GDI Anti Air is 1250 polygons, can people handle that?

Subject: Re: Rate my Models :D

Posted by Sn1per74* on Wed, 23 Jul 2008 15:45:49 GMT

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That destroyed building is an optical illusion... i was looking at the top box backwards and was totally confused...

Subject: Re: Rate my Models:D

Posted by nope.avi on Wed, 23 Jul 2008 16:03:18 GMT

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