Subject: Super High Polygon Models...
Posted by Sir Phoenixx on Tue, 15 Apr 2003 00:07:36 GMT
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Here's a few very early screenshots of a Russian T-72 tank I just decided to finish...

This was a very high polygon model that I started quite some time ago (probably about a year) for an intro movie of a Quake 3 mod, but shortly after that I lost interest in finishing it for them. I'll be finishing this, and doing a few more super high detail models (a Mobile SCUD, and a M1A2 Abrams most likely) later (mainly to have models that I can show off my super high polygony skills).

I was wondering, would there be anyone who would want a highly detailed model for an intro movie, or something like that, or have any suggestions for other military vehicles that I could do?

Also, what do you think of it so far? (besides the obvious "it's not finished")

Subject: Super High Polygon Models...
Posted by bigwig992 on Tue, 15 Apr 2003 00:11:06 GMT
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Its awesome.

Subject: Super High Polygon Models...
Posted by Halo38 on Tue, 15 Apr 2003 00:43:28 GMT
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Subject: Super High Polygon Models...
Posted by Deafwasp on Tue, 15 Apr 2003 00:47:18 GMT
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looks like it already has more polygons than any 2 mp map

Subject: Super High Polygon Models...

Posted by Sir Phoenixx on Tue, 15 Apr 2003 01:49:36 GMT
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What's the average polygon count for an entire mp map?

Subject: Super High Polygon Models...
Posted by maytridy on Tue, 15 Apr 2003 02:26:28 GMT
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GREAT MODEL!! Wow! Awesome! I love the treads!

Subject: Super High Polygon Models...
Posted by Majiin Vegeta on Tue, 15 Apr 2003 11:46:28 GMT
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god damn thats looks great more detail than the renegade game it self

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