Subject: Line Modeling Tutorial
Posted by xSeth2k2x on Thu, 17 Jul 2003 03:33:17 GMT
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how many of you would take the time to look at a "Model from the real thing" weapon tutorial using lines and extrudes.Im half way done with it and want to know before i finish it up

simple yes or no qustion no "n00b" or any comments of the likes

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Subject: Line Modeling Tutorial
Posted by NeoX on Thu, 17 Jul 2003 03:41:41 GMT
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Line modeling may look good but it leaves many unwanted and scattered polys I frankly think its a waste of time. It also doesnt show that much skill because you are just tracing an picture. Not here To Flame But...... It isnt a smart way to model for newbies if you want to model for real do it all by taking shapes Extruding Beveling Moving vertexes. I think its alot more Rewarding. Thats What I Think.

Subject: Line Modeling Tutorial
Posted by xSeth2k2x on Thu, 17 Jul 2003 03:51:50 GMT
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its effective and gets the job done

i somhow dont thtink thats a yes/no qustion

Subject: Line Modeling Tutorial
Posted by NeoX on Thu, 17 Jul 2003 05:47:27 GMT
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Yes or no Answer You Mean

Subject: Re: Line Modeling Tutorial
Posted by Sir Phoenixx on Thu, 17 Jul 2003 11:30:41 GMT
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NO.

Tracing a picture and extruding is both stupid and completely amaturish.

This is one of the worst ways to "Model from the real thing".

You don't need to trace a picture with line at all to have an accurate model. (Using the right shapes would produce a more accurately looking model than tracing it with the line)

Subject: Re: Line Modeling Tutorial
Posted by xSeth2k2x on Thu, 17 Jul 2003 16:51:41 GMT
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Amaturish.....Tell that to all the pros in ghost recon modeling(and alot of other games) modding

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Subject: Re: Line Modeling Tutorial
Posted by Sir Phoenixx on Thu, 17 Jul 2003 17:11:23 GMT
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xSeth2k2xSir PhoenixxxSeth2k2xhow many of you would take the time to look at a "Model from the real thing" weapon tutorial using lines and extrudes.Im half way done with it and want to know before i finish it up

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Amaturish. Tracing a picture doesn't show any skill or talent what so ever.

Oh look, I can trace a picture! :rolleyes:

Subject: Line Modeling Tutorial
Posted by xSeth2k2x on Thu, 17 Jul 2003 18:02:24 GMT
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its not just tracing still have to extrude,edit,round and all that

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