Subject: Complete?
Posted by Griever92 on Tue, 26 Aug 2003 18:14:23 GMT
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hey, i've Completely Remodeled the Stock and Grip (not foregrip).

Here is the pic.

http://www.n00bstories.com/image.view.php?id=1100307348

Once again, i' am open to all criticism, comments, etc. I think maybe the Foregrip needs a bit more work. Tell me what u think.

Subject: Complete?
Posted by England on Tue, 26 Aug 2003 19:04:28 GMT
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Looking very good

Subject: Complete?
Posted by maytridy on Tue, 26 Aug 2003 19:05:42 GMT
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How many polys?

Subject: Complete?
Posted by Griever92 on Tue, 26 Aug 2003 22:37:17 GMT
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maytridyHow many polys?

38,023 polys

Alot huh

Subject: Complete?
Posted by maytridy on Wed, 27 Aug 2003 00:27:40 GMT
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Holy shit!

---

nice model, but you should never use it in-game.

Subject: Complete?
Posted by Havoc 89 on Wed, 27 Aug 2003 00:34:47 GMT
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ok not bad, but first of all, fix the back, that not how it looks like.

and second dont use mesh smoothing.

Subject: Complete?
Posted by Griever92 on Wed, 27 Aug 2003 01:08:32 GMT
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Havoc 89ok not bad, but first of all, fix the back, that not how it looks like.

and second dont use mesh smoothing.

What do you mean the back? The Stock?

BTW, whats the best way to cut down the polys?

Subject: Complete?
Posted by Sir Phoenixx on Wed, 27 Aug 2003 01:35:58 GMT
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It would be alot easier and faster to make the objects such as the grip and buttstock out of 8 or so sided cylinders, just move the vertices to the right place to make it look like the grip or buttstock.

Subject: Complete?
Posted by maytridy on Wed, 27 Aug 2003 01:49:04 GMT
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You can use the optomize and cap holes midifiers to cut down polys.

Subject: Complete?
Posted by Sir Phoenixx on Wed, 27 Aug 2003 02:19:04 GMT
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To elaborate:

Extrude is your friend. With extrude you can make anything out of a single box or cylinder. Just make an 8 sided cylinder and, by using extrude, try to make as much of the model with that cylinder. For example...

This is my new M4A1 model. The object rendered in red was created from a single 8 sided cylinder, extruded ALOT. Boolean subtract was only used on the there twice, once to create the "U" shape for the front iron sight, and once to create the hole in the right side of the body for the ejection port. No other modifier was used to create this model (or the attachments that go along with it) except for extrude, move/scale/rotate, and optomize.

(edit: Forgot the example image: http://planetcnc.com/phx/stuff/m4a1.jpg)

Subject: Complete?
Posted by Havoc 89 on Wed, 27 Aug 2003 02:42:43 GMT
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ok look, at the back on this picture and than look at urs. i think u can figer out what im talking about.

Subject: Complete?
Posted by Dante on Wed, 27 Aug 2003 07:39:59 GMT
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dont use colored meshes, use a texture for your detail as well, you don't have to model every nut bolt and screw for game usage, now... if you are doing it to build that gun, then by all means, that isn't even close to detailed enough

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Subject: Complete?
Posted by dufis791 on Wed, 27 Aug 2003 11:18:46 GMT
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pretty good, u really must fix the the butt, i would describe it as too rounded.

Subject: Complete?
Posted by Griever92 on Thu, 28 Aug 2003 04:17:31 GMT
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Dantedont use colored meshes, use a texture for your detail as well, you don't have to model every nut bolt and screw for game usage, now... if you are doing it to build that gun, then by all means, that isn't even close to detailed enough

Once i cut the polys down enough, i'm hoping that it can be used for Game purposes., That is why it is NOT going to be EXACT. The polys are already high enough, i think i will start cutting them down now, so that it can be used in Renegade.

Subject: Complete?
Posted by YSLMuffins on Fri, 29 Aug 2003 00:34:52 GMT
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Geez, entire maps sometimes total 40,000 polys.