Subject: Dragunov SVD model
Posted by Nodbugger on Sun, 28 Sep 2003 20:41:19 GMT
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1900polys

those are better renders. And im not sure how to get all those extra polys off the flat parts.

Subject: Dragunov SVD model
Posted by Sir Phoenixx on Mon, 29 Sep 2003 01:19:30 GMT
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That looks great...

It's just a little high on polygons. Go through the model and see how many polygons that you can get rid of without hurting the looks of the model (that much). And delete the faces on the inside that aren't seen.

Subject: Dragunov SVD model
Posted by Nodbugger on Mon, 29 Sep 2003 02:40:12 GMT
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I just remembered that I never optimized it. I got it down to 1300.

Subject: Re: Dragunov SVD model
Posted by Sir Phoenixx on Mon, 29 Sep 2003 03:13:29 GMT
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NodbuggerAnd im not sure how to get all those extra polys off the flat parts.

Are they still there after optomizing?

(If it keeps a bunch of unecessary polygons to a flat area, just delete all of the faces and create new polygons to replace it.)

Subject: Dragunov SVD model
Posted by Ferhago on Mon, 29 Sep 2003 07:21:23 GMT
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Oooooo pretty. If only someone could make weapon replacements for these models

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Subject: Dragunov SVD model
Posted by MonkeyPhonic on Mon, 29 Sep 2003 10:49:20 GMT
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Nice one, and good use of smoothing groups which makes a change these days. 1300 is not too bad at all for a top version of a weapon. If you put it in game in first person, and got rid of all the non visable polys you'd soon find that poly count down to 800 or so.
Are these images the optimised ones now? There's still a couple of bits you could do to shave a few polys.
Nice work.

Subject: Dragunov SVD model
Posted by Majiin Vegeta on Mon, 29 Sep 2003 12:51:47 GMT
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i see all these great models.. but why dont i see links to download them :\

once they are finished

Subject: Dragunov SVD model
Posted by pulverizer on Mon, 29 Sep 2003 12:55:10 GMT
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looks good , are you going to skin it?

Subject: Dragunov SVD model
Posted by Ugauga01 on Mon, 29 Sep 2003 14:49:30 GMT
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Slayer. I know you wanna skin it.
BUT
Skin the Genegade models first and then the other things.

Subject: Dragunov SVD model
Posted by pulverizer on Mon, 29 Sep 2003 16:51:48 GMT
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uhhmmm.. I don't want to skin it, it was just a question if HE is going to skin it. .

I already have enough to do.