Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 19:04:00 GMT
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I have almost completed my turret which I have been working on. The rendering was done in Maya 4.5, and I yet to have any idea of the poly count. The idea for the turret came directly from a tutorial I read on http://artofgaming.net.I made a couple changes to the design to allow for easier bone placement. (the missle rack was sitting directly on top of the arms and would have looked bad to have parts colliding after being boned.) I have not yet added any bone structure and have not finished the rockets. The following link is a link to my web page where i have posted 2 renderings of the launcher. http://www.angelfire.com/rpg/lordqane/index.htmlI am unsure if I am going to skin it or not, I may leave it as it is and give it to the community when I complete it. Please tell me what you think.