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Subject: My First Weapon Model

Posted by [Slash0x](#) on Mon, 12 Sep 2005 05:47:37 GMT

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Alright, my first weapon model. I decided to model my first weapon off of the K7 Avenger from Perfect Dark (I loved that game). Obviously, the game is obsolete compared to things that can be done now, so I added most of the crevices for detail and I hope to make a good enough texture to bring out the much more tiny details. Here's a few screenies of what I have done so far:

For Render Lovers:

Random Sides:

Wireframes in 3DS max:

After modelling it from looking at the weapon through a N64 emulator, I decided to edit it a bit to give it more of a realistic look. Here's a few things I edited with my known knowledge about guns (some terms and functions I don't know or am overlooking):

1. The chamber area I edited so that the ejected bullets come out of the right side. The other side is blocked and is just another crevice. Then added a piece to allow a person to pull back the chamber like you could with a real gun.
2. The back was just metal and I thought it would hurt to shoot it (ouch! my shoulder!), so I added a little padding piece to the stock (I think that's the right area).
- \*3. And yes, I did notice that the clip and the chamber aren't aligned like they should be. I didn't want to edit too much or it just wouldn't be the same.

Please give me some HELPFUL feedback; dumbass statements I'll just ignore.

I hope to receive some helpful advice to make this better and as much realistic as I can make it without effecting the classical shape. Remember, this was my first weapon model. Thanks in advance to all.

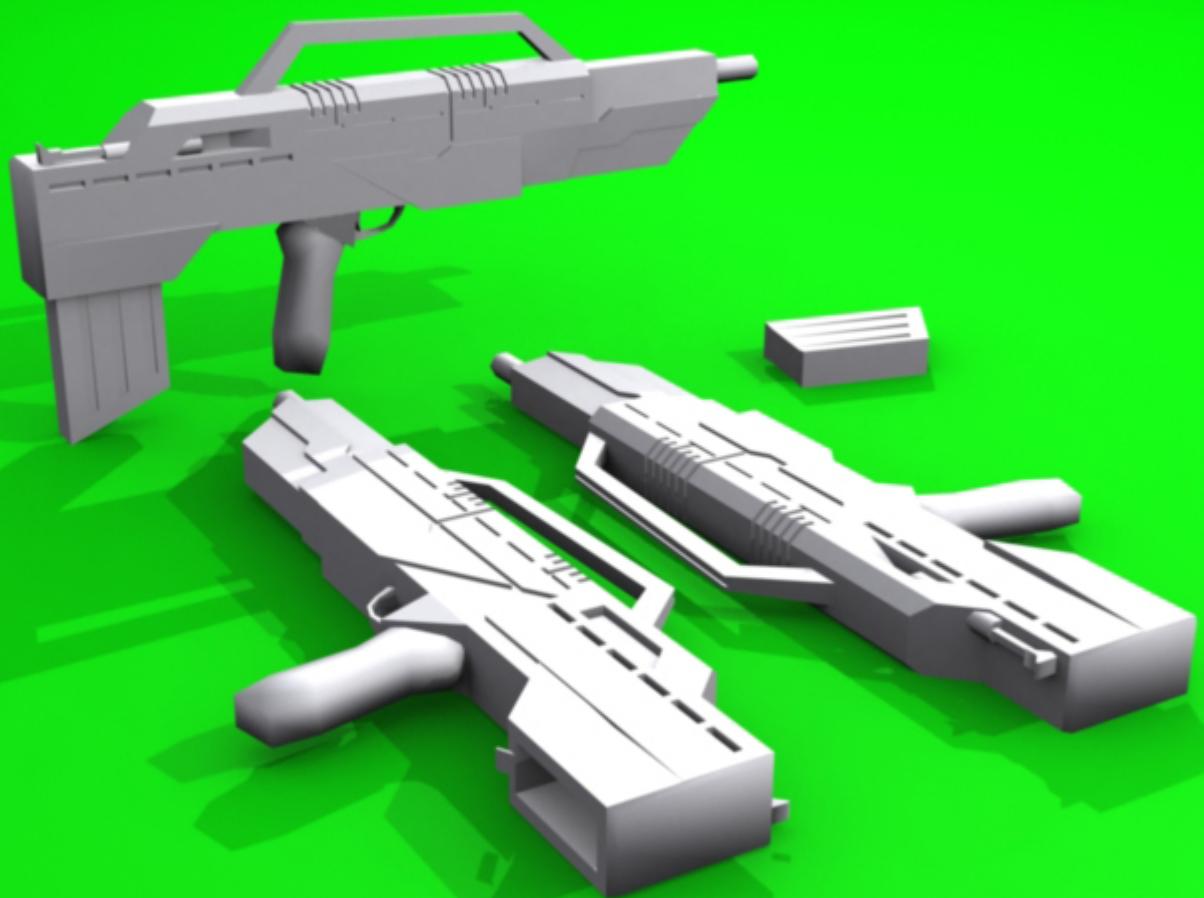
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#### File Attachments

1) [k7\\_avenger.jpg](#), downloaded 963 times

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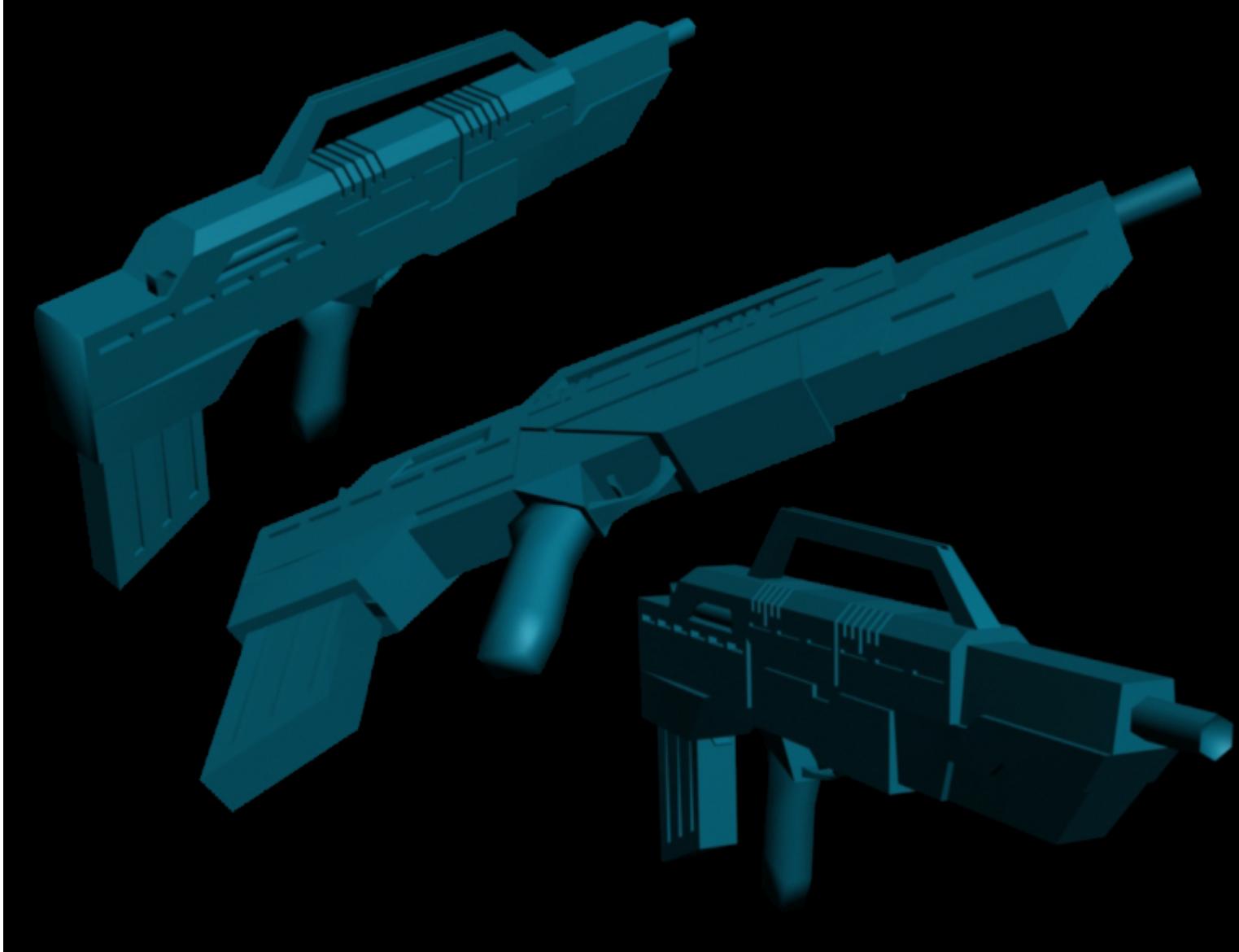
# K7 AVENGER



SAHIL

Polygons: 1558

2) [k7\\_avenger2.jpg](#), downloaded 959 times



3) [k7\\_avenger3.jpg](#), downloaded 943 times

