
Subject: Modern Warfare: First Weapon-Screens Included!
Posted by [Sir Phoenixx](#) on Sun, 01 Jun 2003 21:14:24 GMT
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maytridyYeah, we're editing it a little and throwing some finishing touches on it. Then off to the skin factory!

It needs more than a little editing and finishing touches...

This is supposed to be the Colt m4 right? It is VERY HARD to tell what that model is.

Everything on that model is either way too large (the butt stock, and the center of the gun for example), or way too small (the magazine and grip/trigger). The handle on top isn't even close to what the handle on the real gun looks like, niether is the front iron site.

I don't think you'd like to hear what I think of that model...

I got a few tips though...

Let those that have experience in modeling make the mod's models. While they're doing that you can practice and learn 3dsmax/gmax and get some more experience in modeling before you try to make a model that's going to be released publicly.

When you're modeling, in both gmax and 3dsmax, you can get an image of what you're modeling (When you're doing a gun you'd want to get an image of that gun that's DIRECTLY from the side), and make it the background of the left/right viewport. Click on the left/right (depending on which side of the gun the image is of) viewport, hit ALT+B, browse for the image of the gun for the background, select "match bitmap" or whatever it's called and lock pan/zoom. Now you can model over this image, making your model EXACTLY like the real one.
