
Subject: Re: C&C Robot Wars: Build Your Own Bot!
Posted by [WNxCABAL](#) on Wed, 16 May 2007 23:26:18 GMT
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CarrierII wrote on Tue, 15 May 2007 09:22: Wireframes coming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Carrier, I appreciate the effort and time you have took to create this, but in all honesty I really cannot get my head around how basic it looks. Now I know you said its only a concept, but if you're going to do a 3D model, at least do it well rather than stacking a load of cylinders and cubes on top of each other.

I don't mean any disrespect, but maybe you could draw the idea you had?, you'd be suprised how much better the end result could be!

Bluethen: It all depends on the server setup. If Friendly fire is off its team vs team, on its all for one, one for all!

Jerad Grey: Why don't you show us what you got?

Blazea58: Thats a lovely piece of 3D there! That poly count is fine, The map can afford to have slightly higher (not that they need to be) polygons for vehicles/bots due to the low poly count of the terrain.

Any chance you can send me that model in a PM? Thx!

All:
Keep em coming! And...
Check this out