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Subject: Re: Line Modeling Tutorial

Posted by [xSeth2k2x](#) on Thu, 17 Jul 2003 16:51:41 GMT

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Sir PhoenixxSeth2k2xhow many of you would take the time to look at a "Model from the real thing" weapon tutorial using lines and extrudes.Im half way done with it and want to know before i finish it up

simple yes or no qustion no "n00b" or any comments of the likes

NO.

Tracing a picture and extruding is both stupid and completely amaturish.

This is one of the worst ways to "Model from the real thing".

You don't need to trace a picture with line at all to have an accurate model. (Using the right shapes would produce a more accurately looking model than tracing it with the line)

Amaturish.....Tell that to all the pros in ghost recon modeling(and alot of other games) modding

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