Cabal8616 wrote on Mon, 08 December 2008 18:31Holy shit, that's TERRIBLE. Sorry, but it's just a bunch of crap thrown together. Use extrude, weld, and please, do NOT use more than 2 poly's per flat surface (It's technically two since a plane is two triangles, but yeah).

Maybe I'm wrong about the poly usage, but, show wireframe pics from gmax.

Offtopic by RedOneI know I asked for replies but holy shit your reply is terrible. Did you read the text?? There was written that i started several times again and each time a bit better. maybe just maybe you can think that I am not that long busy with this. And most important where have you learned to communicate??? If I was another type of person I could think I am totaly no good.

I have fun in what I do. When my boss talks to me like that in front of me he has a problem. That problem is me. What I trying to say is: Dont try to kick somebody into the ground, there are other ways to tell somebody that you dont like what you see. Maybe I am proud of my work and can use some tips to make it better. Gaming is for pleasure and a forum is helps me with this but not like how you start your reply

Its not a bunch of crap thrown together i think. The floors are made editable polies where I replaced the vertexes. Its one box. The wals with the windows are boxes editted with boolean. The glass wall is one mesh editted with boolean. The stairs are plains editted by replace the vertexes. There could be things that can be done better. But the best school is to do it i guess.

Di3Hard replied to me on another topic about boolean. I have to try that.

But what part you want to see in wireframe??? Then I can make a screenshot of it. Extrude and weld i am not sure if i can and how to use it. And what do you mean bij not more then 2 poly's per flatsurface??

Anyway. Thanks for the reply

GrTz Red