Subject: Re: Sciencepark Renegademap
Posted by Altzan on Tue, 09 Dec 2008 01:50:28 GMT

samous wrote on Mon, 08 December 2008 19:43Cabal8616 wrote on Mon, 08 December 2008 16:31Holy 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.

How could you say that, it looks awsome! This looks like it will be a verry well detailed map, an a really cool one at that.

=samous

-good luck finishing it

It does look nice, I agree. But Cabal is right in terms of the procedures of modeling. If you don't try to use the least amount of poly's possible it will come out laggy and large in filesize. If you can learn to model using extrude, weld, and so on, it will be harder to make but will come out ultimately much nicer in the end.

RedOne, did you check out the Advanced Gmax Tutorials at RenHelp? They explain a LOT and are very helpful.