
Subject: Re: My 50-60% complete AK-47 Model
Posted by [Sir Phoenixx](#) on Mon, 25 Aug 2003 20:06:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Griever92Sir PhoenixxGriever92<http://www.n00bstories.com/image.view.php?id=1326851987>

Give me any comments, criticisms, etc. Remember though, its only 50-60% complete. I still need to smooth out the Meshes, texturize the weapon, etc.

Open to any Recommendations.

It actually looks pretty good.

The only things I can see is that...

the front iron sight isn't correct.

<http://kalashnikov.guns.ru/models/ka50.html>

Second image down. The front iron sight is supposed to be open (half circle), not closed (circle).

there should be two holes in the fore grip.

http://www.sovietarmy.com/small_arms/ak-47.html

These holes should go all the way through the grip.

and that the buttstock and grip could be more curved.

http://www.sovietarmy.com/small_arms/ak-47.html

Notice how the grip and buttstock are curved. (And no, it would only add about 20 polygons or so for the buttstock, and than another 20 or so for the grip.)

Yeah, as i already mentioned, i still have to round off the edges of the stock and so. Thanks for pointing out the holes in the foregrip, and the fact that the Iron sight in open and not closed.

If this was your model, what would think is the best way to cut the holes into the Foregrip? i was thinking of maybe creating a second mesh, in the shape of the holes, and using the boolean feature. Is there a simpler way? or is my idea the best way of doing it?

When this model is complete i'll post more screens for you.

Well, i guess if this is a good model, i will continue it until its finished.

Boolean subtract would be the best way to cut the holes in there.
