Subject: Complete?

View Forum Message <> Reply to Message

To elaborate:

Extrude is your friend. With extrude you can make anything out of a single box or cylinder. Just make an 8 sided cylinder and, by using extrude, try to make as much of the model with that cylinder. For example...

This is my new M4A1 model. The object rendered in red was created from a single 8 sided cylinder, extruded ALOT. Boolean subtract was only used on the there twice, once to create the "U" shape for the front iron sight, and once to create the hole in the right side of the body for the ejection port. No other modifier was used to create this model (or the attachments that go along with it) except for extrude, move/scale/rotate, and optomize.

(edit: Forgot the example image: http://planetcnc.com/phx/stuff/m4a1.jpg)