Subject: I need some help
Posted by Sir Phoenixx on Sun, 21 Sep 2003 03:05:00 GMT
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Use an image of the right or left side of the gun, and place that in the left or right view port (alt+b, and choose your image), and model off of this, making sure your model matches it. Use as many images of the same gun from as many angles as you can in a image editor in another window so that you can alt+tab back and forth to make sure your model matches the gun in the other window.

For barrels, scopes, and other cylindrical objects, use 8-10 sided cylinders with the right number of segments to form them. For grips, most gun bodies, stocks, etc. use either a cylinder (8 sided is enough to get a rounded grip (2 sides making the left and right side of the grip, 2 sides making the front and back, and the last four making the rounded corners)), or a box with enough segments (using a box with 3 segments is the as using a cylinder with 8 sides). Look at the various pictures to determine how many sides and or segments it will take to create the illusion that the parts are rounded.

If certain details on a gun are small enough that they can be created with a skin without being able to tell it's just the skin that much, or are not seen at all or not that much, than leave it for the skin, otherwise, model it. (As in, don't model the textured grip, the 'ergonomic' part of the grip that your fingers are supposed to fit in (see mp5), or the ridges on the sides of a handgun's slide, or the threads on a threaded barrel, or the inside of a barrel, or other minor details.)

And, extrude is your friend.

Etc...

(Btw, No skin in the world will save a detailess four sided boxy gun.)