Subject: Gattling Tank by Lode
Posted by Sir Phoenixx on Wed, 22 Oct 2003 01:58:01 GMT
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NodbuggerI rememeber someone making the exact same model. And that may explain the messed up polys. Thats what happesn when you take a file like that. I have an eye for this stuff. I catch people all the time.

Lol... Someone else who doesn't know what the hell he's talking about. Taking someone elses model and calling it your own would in no way cause the faces of a cylinder to render like that. That is caused by moving the center vertice of the end of the cylinder, or making it uneven so that the individual polygons get rendered with different shadows; or situating the model in such a way that the program lights the polygons wrong; or the program calculating the shadows/lights wrong; or a bug in the renderer, etc.

The only thing that the messed up polygons prove is that rendering a model with smooth on is stupid. You can't prove shit unless you can find matching pictures of the other model.

" I have an eye for this stuff. I catch people all the time." - Lol, except for MAYBE one time, you have never caught anyone on this forum stealing others work.

The only thing you've proven is that you're a moron, and that rendering with smooth on is stupid.