Subject: Gattling Tank by Lode
Posted by Sir Phoenixx on Thu, 23 Oct 2003 01:16:06 GMT
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MonkeyPhonicSir PhoenixxThe only thing that the messed up polygons prove is that rendering a model with smooth on is stupid.

Getting mesh smooth is piss simple, it just takes a bit of time and effort and brings out much better renders. You make some really good models your fear of the smooth shading is strange.

First, Mesh Smooth has nothing to do with this, Mesh Smooth is something completely different.

Rendering a model that has a skin with Smooth on doesn't do that much more than smoothing the edges so that they don't show up that much... Rendering a model without a skin with Smooth on adds alot of unecessary light and shadows and hides alot of the details.

If you're going to show off a skinned model, you should use correct smoothing groups. If you're showing off an unskinned model, you should render it flat shaded, the entire point in showing a render of just the model is to show the details put into the mesh, how the polygons flow in the model, etc.