Subject: My First Go At Vehicle Modelling
Posted by Sir Phoenixx on Tue, 24 Feb 2004 20:50:36 GMT

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It actually looks pretty good.

Modeling the indentations where the rockets are in the rocket pods was unnecessary, you can cut hundreds maybe even a thousand polygons by removing those indentations. Also, modeling the inside of the barrels were unnecessary, removing the insides and closing them up will save a bunch of polygons. Removing the segments on the machine gun's barrels will save a bunch of polygons also. You can save even more polygons by going around the model and deleting the faces that aren't visible, like the ends of the barrels, and other parts that are inside the tank. Also, go around the model and combine unnecessary polygons together.