Subject: My first vehicle (MRLS)
Posted by Demolition man on Fri, 20 Aug 2004 19:19:38 GMT
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I like the opinions here always so give them

Subject: My first vehicle (MRLS)
Posted by Aircraftkiller on Fri, 20 Aug 2004 19:40:20 GMT
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You didn't make that. You don't know the first thing about 3D world space.

Subject: My first vehicle (MRLS)
Posted by Panther on Fri, 20 Aug 2004 19:42:10 GMT
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hmm...

Subject: My first vehicle (MRLS)
Posted by Demolition man on Fri, 20 Aug 2004 19:49:38 GMT
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AircraftkillerYou didn't make that. You don't know the first thing about 3D world space. contact me on m$n and i prove it. I got 15 saves from it when i was making it

btw i c this as a complement b/c u say indirect u like it =P

Subject: My first vehicle (MRLS)
Posted by CnCsoldier08 on Fri, 20 Aug 2004 19:52:04 GMT
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Polycount?

If you did make it..you are wasting polygons on the wheels..they don't need to be that round..make them like 12 sided.

Subject: My first vehicle (MRLS)
Posted by Demolition man on Fri, 20 Aug 2004 19:55:47 GMT
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CnCsoldier08Polycount?

If you did make it..you are wasting polygons on the wheels..they don't need to be that round..make them like 12 sided.its not for renegade so... i use it for soldner they use 60 polys a wheel so did i... total is 3708. It could be uptimized a bit more but we keep all models between 2000 and 5000 so.

O and i made 2 weapons before i did this one tho

Subject: My first vehicle (MRLS)
Posted by Pendullum on Fri, 20 Aug 2004 22:21:24 GMT
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I like it, its very nice, well done

Subject: My first vehicle (MRLS)
Posted by NeoX on Sat, 21 Aug 2004 01:37:35 GMT
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WOP = Waste of Polys

Good model but its not fit to be used in game.

Subject: My first vehicle (MRLS)
Posted by cowmisfit on Sat, 21 Aug 2004 01:54:10 GMT
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drools Thats what my newst hobbie is, hope i can make something half as good as that soon *cleans up drool*   Good job.

Subject: My first vehicle (MRLS)
Posted by icedog90 on Sat, 21 Aug 2004 04:34:51 GMT
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Fix the wheels and it can be imported into Renegade.

Subject: My first vehicle (MRLS)
Posted by Spice on Sat, 21 Aug 2004 08:00:29 GMT
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If Aircraftkiller is partially right... It is probably is modeled poorly.

If you made it good Job , It looks Excellent. If not ... Lame.

Subject: My first vehicle (MRLS)
Posted by Demolition man on Sat, 21 Aug 2004 08:55:22 GMT
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NeoXWOP = Waste of Polys

Good model but its not fit to be used in game.
Why? who said i would use it for renegade?

If I would do it for ren i wouldn't even bother to have an "ïnside"

EX: how u want me to prove it i made it?

Subject: My first vehicle (MRLS)
Posted by Javaxcx on Sat, 21 Aug 2004 10:10:45 GMT
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aww... Dorkman got into the modeling clay!

Subject: My first vehicle (MRLS)
Posted by Demolition man on Sun, 22 Aug 2004 11:56:58 GMT
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Javaxcxaww... Dorkman got into the modeling clay!why do u spam in every thread i post?

Subject: My first vehicle (MRLS)
Posted by Vomancha on Sun, 22 Aug 2004 12:52:21 GMT
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Nice Model. My only quam with it is that there should be wheels where the tracks change from the horizontal to being slightly angled. The tension in the tracks between wheels causes them to be angled, they dont just magically angle like your model suggests. Also its not a MRLS, its a MLRS (Multiple Launch Rocket System).

Subject: My first vehicle (MRLS)
Posted by Demolition man on Sun, 22 Aug 2004 14:33:44 GMT

VomanchaNice Model. My only quam with it is that there should be wheels where the tracks change from the horizontal to being slightly angled. The tension in the tracks between wheels causes them to be angled, they dont just magically angle like your model suggests. Also its not a MRLS, its a MLRS (Multiple Launch Rocket System). I changed the wheels.

I know M270 MLRS is the correct name but i always like MRLS (Mobile Rocket Launcher System) more.

Ingame it will be MLRS tho

Subject: My first vehicle (MRLS)
Posted by Javaxcx on Sun, 22 Aug 2004 15:07:29 GMT

Someone has to fill Kirby's void.

Subject: My first vehicle (MRLS)
Posted by z310 on Sun, 22 Aug 2004 15:47:49 GMT

^^^ LoL

Subject: My first vehicle (MRLS)
Posted by Demolition man on Sun, 22 Aug 2004 15:53:37 GMT

JavaxcxSomeone has to fill Kirby's void.so u like pink?

Subject: My first vehicle (MRLS)
Posted by z310 on Sun, 22 Aug 2004 16:00:04 GMT

Nevermind...

Subject: My first vehicle (MRLS)
Posted by phlakaton on Mon, 23 Aug 2004 22:23:41 GMT

In general it's a good idea to spread the polys out evenly. In this case the headlights are

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drastically reduced and the wheels are not... I'd find a balance between things like that... small details are not realy needed either... anywhere the texture can do the work you will not need verts.. .excuse me... polys. You guys need to think in terms of how many verticies are being used anyway. Smoothing groups... etc... polys can be used in areas where you are not adding more verts... like the bottoms of objects... you don't really need to delete those. It doesn't matter.

At least that is what all these engineers tell me anymore. HEHE.

Model looks like it's in good proportion. Well done other than balanced vert counts.

Subject: My first vehicle (MRLS)
Posted by Demolition man on Mon, 23 Aug 2004 23:12:34 GMT
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ok i added more detail on the lights

The ammount off verticies matters? Thats 2213...

Subject: My first vehicle (MRLS)
Posted by Javaxcx on Tue, 24 Aug 2004 10:58:52 GMT
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Demolition manJavaxcxSomeone has to fill Kirby's void.so u like pink?

Not nearly as much as you.