
Subject: my 1st vehicle model
Posted by [Titan1x77](#) on Fri, 03 Dec 2004 11:47:13 GMT
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My 1st attempt at a vehicle....figured I'd give it a try, I will probably use it as a prop as a parked bus in Reborn....while looking thru the civilian vehicles in TS all of them seemed to be modern and not set in the same time TS is suppose to be.

So I found the sleekest looking bus and this is what I came up with.

1400 poly

Subject: my 1st vehicle model
Posted by [Stryder](#) on Fri, 03 Dec 2004 12:51:12 GMT
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Hmm, looks good so far but the true test is when you texture it.

Subject: my 1st vehicle model
Posted by [Doitle](#) on Fri, 03 Dec 2004 13:23:52 GMT
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PLEEEEEEEEEEEASE make them driveable! lol... I would love to drive that in game. Make it a nice texture and it will be coolsville.

Subject: my 1st vehicle model
Posted by [Pendullum](#) on Fri, 03 Dec 2004 16:15:40 GMT
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yeah, it would look good as an abandoned vehicle in the map that you can take as your own

Subject: my 1st vehicle model
Posted by [Jecht](#) on Fri, 03 Dec 2004 18:39:51 GMT
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orgasmically good.

Subject: my 1st vehicle model

Posted by [Slash0x](#) on Fri, 03 Dec 2004 18:55:55 GMT

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Give it to me, I'll UV unwrap it.

Subject: my 1st vehicle model

Posted by [Titan1x77](#) on Fri, 03 Dec 2004 19:56:54 GMT

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Yea im going to make it drivable,will use a few as props and maybe one to drive

going to reduce poly and I'll send it to ya Slash,although I will make my own version aswell

Subject: my 1st vehicle model

Posted by [Sir Phoenixx](#) on Fri, 03 Dec 2004 20:12:36 GMT

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Looks decent. The bottom of the front is shaped differently, and instead of having those sharp edges where the top and sides meet and where the sides and front meet, they need to be rounded (just and extra angle).

Also, you really need to go through and clean it up, because model-wise it looks very messy and there's a lot of polygons that can be combined without losing any detail.

Subject: my 1st vehicle model

Posted by [Titan1x77](#) on Fri, 03 Dec 2004 22:32:44 GMT

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yea,I tried to clean it up by removing edges in editable poly, but when you export is still reads 1300 poly.

I'm better off starting over again or start something new with what Ive learned so far.

I get what you mean by more rounded,I'll just chamfer the egdes that meet, if i decide to clean this up, right now im making my own textures from scratch and trying to map em.

heres what i came up with for a base texture...thinking about removing extra poly and just texturing on the vents and lights

Subject: my 1st vehicle model

Posted by [Deactivated](#) on Sat, 04 Dec 2004 12:30:27 GMT

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Titan1x77heres what i came up with for a base texture...thinking about removing extra poly and just texturing on the vents and lights

<http://www.reborn.communityteam.de/team/titan1x77/busside.jpg>

The bus is battered?

Subject: my 1st vehicle model

Posted by [Xylaquin](#) on Sun, 12 Dec 2004 22:25:17 GMT

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TEST

Subject: my 1st vehicle model

Posted by [WNxCABAL](#) on Sun, 12 Dec 2004 22:28:05 GMT

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XylaquinTEST

uhm, omg :rolleyes:

Subject: my 1st vehicle model

Posted by [Titan1x77](#) on Mon, 13 Dec 2004 04:21:42 GMT

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SeaManTitan1x77heres what i came up with for a base texture...thinking about removing extra poly and just texturing on the vents and lights

<http://www.reborn.communityteam.de/team/titan1x77/busside.jpg>

The bus is battered?

I wanted to make it looked used a bit sort of dented and scratched, it was my 1st texture attempt

Subject: my 1st vehicle model

Posted by [Deactivated](#) on Mon, 13 Dec 2004 18:19:36 GMT

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Titan1x77I wanted to make it looked used a bit sort of dented and scratched, it was my 1st texture attempt

Yes, but the way you did it made it look like somebody used a sledgehammer on it. Scratches and dirt would look better. Don't overdo it though.
