Subject: First building, your comments?
Posted by RetrocideX on Sun, 16 Jan 2005 19:56:14 GMT
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Well for the past few weeks I've taken up modeling for the fun of it and I have found it be rather intresting so I decided I would create a building. I then chose one from one of my favorite CnC games, Red Alert 2 and decided on making an Allied War Factory. I have finished it, what do you think? Keep in mind this is my first building and I only had Renegade and Renalert textures to work with. It stands at 2325 Polys and has an interior too.

Frontal/Side veiw:

Rear/Side veiw:

Interior:

Subject: First building, your comments?
Posted by cheesesoda on Sun, 16 Jan 2005 20:03:55 GMT
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Looks really good for your first model. Too bad you're coming along in the last stages of this game.

Subject: First building, your comments?
Posted by RetrocideX on Sun, 16 Jan 2005 20:07:15 GMT
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Oh this isn't for any mod though, thankyou.

Subject: First building, your comments?
Posted by Spice on Sun, 16 Jan 2005 21:48:56 GMT
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j_ball430Looks really good for your first model. Too bad you're coming along in the last stages of this game.

Retrocide has been here for a long time. He may have not been in the forums but I always have seen him in renegade.

Subject: First building, your comments?
Posted by cheesesoda on Sun, 16 Jan 2005 22:30:16 GMT
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I meant his modeling. He's coming along with his modeling is a little late seeing as it's the last stages of the game.

Subject: First building, your comments?
Posted by Sir Phoenixx on Sun, 16 Jan 2005 22:35:11 GMT
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It needs to be more round. It's missing a lot of details, it would be alright for an RTS game, but it's not enough for an FPS game.

Get picture of it ingame, and it's icon and make it as close to that as possible.

Subject: First building, your comments?
Posted by icedog90 on Sun, 16 Jan 2005 22:43:35 GMT
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It's a pretty good model for a beginner, but the texture is Generals quality.

Subject: First building, your comments?
Posted by Sir Phoenixx on Sun, 16 Jan 2005 22:57:40 GMT
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Quote:but the texture is Generals quality.

Quote:and I only had Renegade and Renalert textures to work with.

Subject: First building, your comments?
Posted by RetrocideX on Sun, 16 Jan 2005 23:08:49 GMT
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I used the in-game render but I could not get it as round as it could, I was also trying to work around a polygon budget. As far as detail only thing I could spot that i did not add was probably the crates, barrels, pipes and railing. If you can point out anymore, let me know. Thanks for the comments.

Subject: First building, your comments?

Posted by icedog90 on Sun, 16 Jan 2005 23:12:53 GMT
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Sir PhoenixxQuote:but the texture is Generals quality.

Quote:and I only had Renegade and Renalert textures to work with.

What's your point? Not all of Renegade's textures are great.

Subject: First building, your comments?
Posted by Oblivion165 on Sun, 16 Jan 2005 23:21:23 GMT
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Awsome model, the only thing that sticks out to me is the ramp in front. Doesnt look metal.

Subject: First building, your comments?
Posted by martes86 on Mon, 17 Jan 2005 00:04:02 GMT
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Being your first one, it's a hell nice model. I wouldn't do it so good the first time.

Subject: First building, your comments?
Posted by Sir Phoenixx on Mon, 17 Jan 2005 14:24:54 GMT
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icedog90Sir PhoenixxQuote:but the texture is Generals quality.

Quote:and I only had Renegade and Renalert textures to work with.

What's your point? Not all of Renegade's textures are great.
My point is that he said he didn't make the textures, that he got them from Renegade, and that he was only trying to show off the model, making the quality of the textures irrelevant in this thread. But you would have had to actually read his post instead of just looking at the pictures to have seen that.

Subject: First building, your comments?
Posted by laeubi on Mon, 17 Jan 2005 22:37:06 GMT
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RetrocideX i have PM'ed you

Subject: First building, your comments?
Posted by icedog90 on Mon, 17 Jan 2005 22:44:35 GMT
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Sir Phoenixxicedog90Sir PhoenixxQuote:but the texture is Generals quality.

Quote:and I only had Renegade and Renalert textures to work with.

What's your point? Not all of Renegade's textures are great.
My point is that he said he didn't make the textures, that he got them from Renegade, and that he
was only trying to show off the model, making the quality of the textures irrelevant in this thread.
But you would have had to actually read his post instead of just looking at the pictures to have
seen that.

Next time don't assume...

I totally realize he didn't make them, I'm only speaking the truth that the textures aren't that great -
meaning he should get someone else to texture it.

Subject: First building, your comments?
Posted by Spice on Mon, 17 Jan 2005 23:06:14 GMT
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There is no point in argueing with him. He is the master of making his own arguement. He knows
no facts , For his assumptions are good enough for him. Your posts mean nothing , he is Sir
Phoenixx!

Subject: First building, your comments?
Posted by RetrocideX on Mon, 17 Jan 2005 23:14:26 GMT
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Heh, I don't think any one would willingly texture anything I have unless I'm either on a moding
team or I pay some one. It's what I had.

Subject: First building, your comments?
Posted by Sir Phoenixx on Mon, 17 Jan 2005 23:36:02 GMT
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icedog90Sir Phoenixxicedog90Sir PhoenixxQuote:but the texture is Generals quality.

Quote:and I only had Renegade and Renalert textures to work with.

What's your point? Not all of Renegade's textures are great.
My point is that he said he didn't make the textures, that he got them from Renegade, and that he

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was only trying to show off the model, making the quality of the textures irrelevant in this thread. But you would have had to actually read his post instead of just looking at the pictures to have seen that.

Next time don't assume...

I totally realize he didn't make them, I'm only speaking the truth that the textures aren't that great - meaning he should get someone else to texture it.
And you first assumed I was trying to say Renegade's textures aren't "Generals quality", if you're going to tell me not to assume you should have at least done the same.

Subject: First building, your comments?
Posted by **icedog90** on Tue, 18 Jan 2005 00:04:00 GMT
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WTF? I never did assume that. You are horrible at arguing.

Subject: First building, your comments?
Posted by **Sir Phoenixx** on Tue, 18 Jan 2005 00:22:00 GMT
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Quote:What's your point? Not all of Renegade's textures are great.
Still with me, or do I need to put it in a larger font for you?

That's in reply to this:
Quote:Quote:but the texture is Generals quality.

Quote:and I only had Renegade and Renalert textures to work with.

You assumed that I was trying to say Renegade's textures aren't "Generals quality" when I was just pointing out they weren't his textures.

Quote:You are horrible at arguing.
Yes, I'm horrible at arguing because you have no clue what you're talking about. :rolleyes:

Subject: First building, your comments?
Posted by **icedog90** on Tue, 18 Jan 2005 01:04:46 GMT
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I still ask again, where are you getting this fact of yours that I'm assuming you said that? WHERE THE HELL DOES IT SAY THAT YOU SAID THOSE WERE GENERAL'S QUALITY?

That post totally meant something different, you're way off track. My post specifically meant that he should use other texture's than Renegade's, not "omg Sir Phoenixx said those aren't General's

quality".

Subject: First building, your comments?
Posted by Spice on Tue, 18 Jan 2005 01:19:06 GMT
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Sir PhoenixxQuote:What's your point? Not all of Renegade's textures are great.
Still with me, or do I need to put it in a larger font for you?

He didn't assume they were generals textures , He said it looks like Generals quality. (As in the RTS quality.)

Subject: First building, your comments?
Posted by icedog90 on Tue, 18 Jan 2005 01:24:22 GMT
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I will make myself sound clearer. My post was not assuming you meant that the textures weren't Generals quality, that's actually pretty much the opposite.

Subject: First building, your comments?
Posted by RetrocideX on Tue, 18 Jan 2005 02:26:00 GMT
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Well to diverse from this argument, small question how do I make untextured models apear in that whitish/greyish color but smooth looking? Like when showing an unfinished model.

Subject: First building, your comments?
Posted by Sir Phoenixx on Tue, 18 Jan 2005 02:52:56 GMT
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Yeah, whatever you say. :rolleyes:
Quote:Well to diverse from this argument, small question how do I make untextured models apear in that whitish/greyish color but smooth looking? Like when showing an unfinished model.

Select the object, click on the colored square on the right tool bar, select the color you want.

To give it correct smoothing groups, select the polygons that you want smoothed the same way (On a barrel for example, you'd select all of the polygons on the side, and not the top and bottom polygons.) and on the right tool bar scroll down to "Surface Properties" and click on the "1" button, then move along and select the next group of polygons and click on the "2" button (You can keep using the same numbers as long as they're not touching other smoothing groups.).

Subject: First building, your comments?
Posted by RetrocideX on Tue, 18 Jan 2005 03:44:41 GMT
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I'm not sure I quite understand it. Do I go from face to face giving them different numbers on each polygon I have on the model? Also if done right, would I have it appear on w3d veiwer or straight from RenX?

Subject: First building, your comments?
Posted by Sir Phoenixx on Tue, 18 Jan 2005 03:53:12 GMT
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You can drag the selection box across all of the polygons you want and click on the number, then deselect them and select another group, and click on another number.

Or you can just select the object or all polygons and make the entire thing smooth, but if you add smoothing this way it won't look right, unless it's a sphere or something.

Subject: First building, your comments?
Posted by RetrocideX on Tue, 18 Jan 2005 04:25:36 GMT
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Well this time I tried making a vehicle, although i could not present the way I wanted (Too dumb to understand.) heres what I have, your coments. It''s 3547 Polys. Shot up when I added the extras.

Updated picture, added tank wheels and belt.

Subject: First building, your comments?
Posted by blackhand456 on Tue, 18 Jan 2005 11:24:57 GMT
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not bad, but wheres the wheels or maybe i just remember that part of the prism tank wrong.

Subject: First building, your comments?
Posted by RetrocideX on Tue, 18 Jan 2005 11:49:58 GMT
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Added wheels and belt.

Subject: First building, your comments?
Posted by Sir Phoenixx on Tue, 18 Jan 2005 14:53:04 GMT
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Looks squished, it needs to be a little longer.

Quote:Well this time I tried making a vehicle, although i could not present the way I wanted (Too dumb to understand.)
What do you mean? It's smoothed, that's what you said you wanted...

Quote:Well to diverse from this argument, small question how do I make untextured models apear in that whitish/greyish color but smooth looking? Like when showing an unfinished model.
So, did you mean you wanted it without shading? To make it flat shaded, select all of the objects in the model and click on the "Smooth" button at the top of the right tool bar. (Make sure you're under the "Modify" (second) tab.)

Subject: First building, your comments?
Posted by RetrocideX on Tue, 18 Jan 2005 17:07:36 GMT
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I meant to have it appear like this for example.

That appears nice.

Also I made the Prism Tank model with the best reference images and diagrams. It naturally appears short.

Subject: First building, your comments?
Posted by Sir Phoenixx on Tue, 18 Jan 2005 17:19:18 GMT
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You have to have a program that can render the model. Like 3dsmax, maya, or something. They took the ability to render out of Gmax.

Subject: First building, your comments?
Posted by Aircraftkiller on Tue, 18 Jan 2005 21:31:35 GMT
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Do what Phoenixx said. Grab all of the meshes, add the Smooth modifier, and check "Auto smooth." The way the smoothing hides rough parts is how the game engine will treat them. Automatic smoothing is much better, it does the brunt of the work, and you can go manually correct smoothing groups on areas that don't look the way you want them to.