Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 19:04:00 GMT
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I have almost completed my turret which I have been working on. The rendering was done in
Maya 4.5, and I yet to have any idea of the poly count. The idea for the turret came directly from
a tutorial I read on http://artofgaming.net.I made a couple changes to the design to allow for easier
bone placement. (the missle rack was sitting directly on top of the arms and would have looked
bad to have parts colliding after being boned.) I have not yet added any bone structure and have
not finished the rockets. The following link is a link to my web page where i have posted 2
renderings of the launcher. http://www.angelfire.com/rpg/lordqane/index.htmlI am unsure if I am
going to skin it or not, I may leave it as it is and give it to the community when I complete it.
Please tell me what you think.

Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 19:51:00 GMT
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Kill the polygon count by 90\%.

Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 20:10:00 GMT
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quote:Originally posted by aircraftkiller2001:Kill the polygon count by 90\%.I must agree.

Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 22:16:00 GMT
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quote:Kill the polygon count by 90\%

Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 22:31:00 GMT
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OH BLOODY HELL!!! I may not be a modder but that better be just the pic and not the real
ingame model! We don't have 256MB DDR400 Vid Cards with a with 1 GHz or more speed on a
16X APG! ... May need much more then that for this turrent.Even still, it would be sweet to have it,
maybe some day when vid cards exceed 256MBs.

Subject: almost complete... opinions please
Posted by Anonymous on Mon, 30 Dec 2002 22:41:00 GMT
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quote:Originally posted by IModx1:OH BLOODY HELL!!! I may not be a modder but that better be just the pic and not the real ingame model! We don't have 256MB DDR400 Vid Cards with a with 1 GHz or more speed on a 16X APG! ... May need much more then that for this turrent.Even still, it would be sweet to have it, maybe some day when vid cards exceed 256MBs.The turret looks really nice, but it won't work well in Renegade. We don't need 256MB video cards for something like this.

Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 02:47:00 GMT
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quote:Originally posted by SomeRhino:Polygons are processed by the CPU, not GPU. CPU spits equasion solutions into the graphics card, where the image is rendered. That was a bit off-topic. Anyway, the model is excellent eyecandy, but yes, it's not fit to be used in Renegade. Optimize it down to about 1K polys and show us again.Per NVidia's Website:Graphics Processing Unit (GPU) A high-performance 3D processor that integrates the entire 3D pipeline (transformation, lighting, setup, and rendering). A GPU offloads all 3D calculations from the CPU, freeing the CPU for other functions such as physics and artificial intelligence.The technical definition of a GPU is "a single chip processor with integrated transform, lighting, triangle setup/clipping, and rendering engines that is capable of processing a minimum of 10 million polygons per second." Reference: http://www.nvidia.com/view.asp?IO=gpuAnyways back on topic, After a slight makeover and a couple hours in Maya, I have managed to cut down the polys on about 60\% of the model so far, current poly count is 200, with a total of 450 or so as the total expected. Easily leaving enough to add a chassis for a vehicle mount, or may possibly leave as is for a improved anti-air turret. I am not making any promises as of yet for a new mod, but I am currently working solo on creating several vehicles/weapons based on the Battletech Technical readout 3025. After I have produced a ample number of models to suit my taste I will re-evaluate the possiblity of a mod at that time. [December 31, 2002, 03:02: Message edited by: Khaldor]

Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 12:29:00 GMT
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First let me reiterate my above statement:"I have not yet checked the poly count" I was simply looking for an opinion of the work which I have been putting forth was visually pleasing. If it looked like crap i was going to scrap it and start over, If there was something there, asthetically, I was going to put forth more effort into creating a useable model for the game. I always prepare a high poly rendering of my work before I go back and tweak it. This way I have 2 versions, one for my portfolio and another to use for any other purpose. 6k poly's before any optimization, and just for reference, you dont need a massive computer to run it. Here are a few stats on some generic Geforce 3 cards:GeForce3 Ti 500:Graphics Core:Memory Interface:Fill RateOperations per Second:Memory Bandwidth: 256-bit128-bit DDR3.84 Billion AA Samples/Sec.960

Billion8.0GB/Sec.GeForce3:256-bit128-bit DDR3.2 Billion AA Samples/Sec.800 Billion7.36GB/Sec   GeForce3 Ti 200256-bit128-bit DDR2.8 Billion AA Samples/Sec.700 Billion6.4GB/Sec.GeForce2 Ultra128-bit DDR1.0 Gigapixels7.36GB/s31 MillionSo as you can see from the above stats...It is not a question of how many polys your video card can handle, its a question of how many the game engine can handle. Personally I am running a Geforce 4 titanium on my Dual G4 Mac which I use for business, but there is no need to have a high end graphics board such as a Wildcat4 or Quadro4. Just for reference:Wildcat4 7210384mb DDR ram3D Gouraud-shaded, Z-buffered triangles: 37.9 M/sec.3D, vectors, solid-color, 10 pixel: 33.9 M/sec.Trilinear textured fill rate: 400 Mpixels/sec. Enough of the arguement, I need to get back to work. [December 31, 2002, 00:36: Message edited by: Khaldor]

Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 12:37:00 GMT
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Polygons are processed by the CPU, not GPU. CPU spits equasion solutions into the graphics card, where the image is rendered. That was a bit off-topic. Anyway, the model is excellent eyecandy, but yes, it's not fit to be used in Renegade. Optimize it down to about 1K polys and show us again.

Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 14:32:00 GMT
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quote:Originally posted by Khaldor:Please tell me what you think.At my first look it seems kind of plain. Maybe you could add a little to it to improve that. IMO

Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 15:25:00 GMT
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I used a galvanized metal texture with a chrome whitewash for the main parts. The cylinders were done with a black steel texture and a gloss modifier. The model was done in Maya 4.0.1, exported to 3ds max 4.2, textured with Deep Paint 3d, and rendered using a plain black background with a ambient light modifier to enhance the metallic and gloss effects of the textures. After running through the optimizer once again, I have dropped the polys down to 1200 and have achieved no visual quality loss. Still too much for it, I am currently reworking the model and have a total of 200 polys at about 60\% complete. [December 31, 2002, 15:30: Message edited by: Khaldor]

Subject: almost complete... opinions please
Posted by Anonymous on Tue, 31 Dec 2002 22:58:00 GMT

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quote:Originally posted by Khaldor: quote:Originally posted by SomeRhino:Polygons are processed by the CPU, not GPU. CPU spits equasion solutions into the graphics card, where the image is rendered. That was a bit off-topic. Anyway, the model is excellent eyecandy, but yes, it's not fit to be used in Renegade. Optimize it down to about 1K polys and show us again.Per NVidia's Website:Graphics Processing Unit (GPU) A high-performance 3D processor that integrates the entire 3D pipeline (transformation, lighting, setup, and rendering). A GPU offloads all 3D calculations from the CPU, freeing the CPU for other functions such as physics and artificial intelligence.The technical definition of a GPU is "a single chip processor with integrated transform, lighting, triangle setup/clipping, and rendering engines that is capable of processing a minimum of 10 million polygons per second."...Strange, I read quite the opposite somewhere. Ah well, I'll trust Nvidia.

Subject: almost complete... opinions please
Posted by Anonymous on Wed, 01 Jan 2003 00:54:00 GMT

its got some good detail. but theres always the poly issue!

Subject: almost complete... opinions please
Posted by Anonymous on Wed, 01 Jan 2003 03:50:00 GMT

Not being very accustomed to low poly renderings, I have finally finished the low poly version of the model, 451 polys after extensive reworking. Not quite the graphic representation I was looking for, but still retains the general form. http://www.angelfire.com/rpg/lordqane/index.htmlI am still working on both a vehicle chassis counterpart as well as a stationary mounting, not sure which one I will keep, so I am going to test them both and see how it turns out. The original model I never could get below 1400 polys, so for the moment, it will be placed into the archives.

Subject: almost complete... opinions please
Posted by Anonymous on Wed, 01 Jan 2003 11:30:00 GMT

Uh, you didn't save over or delete the origanil did you? Later on down the line when all hardware can handle it you may be able to use that model; just hope you don't loose intrest by that time.

Subject: almost complete... opinions please
Posted by Anonymous on Thu, 02 Jan 2003 00:35:00 GMT

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quote:Originally posted by Khaldor:Not being very accustomed to low poly renderings, I have finally finished the low poly version of the model, 451 polys after extensive reworking. Not quite the graphic representation I was looking for, but still retains the general form. http://www.angelfire.com/rpg/lordqane/index.htmlI am still working on both a vehicle chassis counterpart as well as a stationary mounting, not sure which one I will keep, so I am going to test them both and see how it turns out. The original model I never could get below 1400 polys, so for the moment, it will be placed into the archives.The low polygon version still looks great.