

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sat, 18 Jan 2003 19:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've modeled an orca bomber for my mod. I'ts currently about 90\% done, still got to put a couple small things and the bomb bays on the sides...(copy paste the url's, my temp host doesn't allow off site linking... :/

)[http://phx.bravepages.com/orcabomber\\_1.jpg](http://phx.bravepages.com/orcabomber_1.jpg)[http://phx.bravepages.com/orcabomber\\_2.jpg](http://phx.bravepages.com/orcabomber_2.jpg)[http://phx.bravepages.com/orcabomber\\_3.jpg](http://phx.bravepages.com/orcabomber_3.jpg)So what do you guys think? Any Comments? (btw, This took somewhere between 2.5-3.0 hours...)(guess the total number of polygons that are currently in the model and you get a lolipop ) [ January 19, 2003, 08:39: Message edited by: Sir Phoenixx ]

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sat, 18 Jan 2003 20:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

linky no worky, lots of popups...Remove link now!Remove link now!Remove link now!

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by killakanz:linky no worky, lots of popups...Remove link now!Remove link now!Remove link now!cut and paste the link... works fine. Hey, nice lookin' model. The key is finishing the nice modeling with texture now. Good stuff man.

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 04:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That's awesome Just make sure it's not too many polys.

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 05:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Sir Phoenixx:(copy paste the url's, my temp host doesn't allow off site linking... :/ )copy and paste ppl! follow instructions quote:Originally posted by DeafWasp:Im sorry but I know thats exactly how the orca bomber looks but it is retarded. a huge wooden block levitated by a fan is what comes to mind.Your point? the Orca fighter is a huge wooden block 'levitated' by 2 fans. The apache is a huge wooden block 'levitated' by 1 large fan.my orca bomber

is currently 878 polygons I predict it will be about 950 polies when it's finished... [ January 19, 2003, 05:18: Message edited by: Sir Phoenixx ]

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 06:24:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Sir Phoenixx:(guess the total number of polygons that are currently in the model and you get a lolipop ) quote:Originally posted by Sir Phoenixx:my orca bomber is currently 878 polygons I predict it will be about 950 polies when it's finished...878! 878!!! I win! I am ze winnar!

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 08:04:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you suck phoenix popupnuker

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 08:17:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by jessica:you suck phoenix popupnuker Need I say it slower???Copy...and...Paste...the...link...into...your...browser...!The orca is now finished, it comes out to 1048 polygons...[http://phx.bravepages.com/orcabomber\\_4.jpg](http://phx.bravepages.com/orcabomber_4.jpg)  
[http://phx.bravepages.com/orcabomber\\_5.jpg](http://phx.bravepages.com/orcabomber_5.jpg) [http://phx.bravepages.com/orcabomber\\_6.jpg](http://phx.bravepages.com/orcabomber_6.jpg)All I have to do is skinmesh it and get it skinned [ January 19, 2003, 08:31: Message edited by: Sir Phoenixx ]

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 08:25:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A Hotlinking Error Has Occured!BUT HAVE SOME POP UPS!! \*TEE-HEE\* Use NoobStorys for Hosting Images..

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 08:35:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LOL!Copy and paste them into the browser's address bar!Some of you people really make me wonder how you even managed to find your computer's power button!

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 08:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is just temporary until i can get a real host... (sometime soon hopefully )And I refuse to put my screens on a site that has 'noob' in it

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 09:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hehe, I like

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 11:34:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks great. But... This is the one used in TS. but anyway.. great job there.

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 12:03:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

copy pasted, too many popups... lost my interest

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 12:32:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No popups here, very nice model, just texture it well

---

---

Subject: Orca Bomber Model...  
Posted by [Anonymous](#) on Sun, 19 Jan 2003 12:36:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Im sorry but I know thats exactly how the orca bomber looks but it is retarded. a huge wooden

---

block levitated by a fan is what comes to mind.good work recreating it though.

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how about this and this

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

better drawings, but those still aren't models

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 19:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

A little under an hour of modifying here and there, and I made the second version of the orca bomber...(copy paste the url's into the browser...)http://phx.bravepages.com/orcabomber\_2\_1.jpghttp://phx.bravepages.com/orcabomber\_2\_2.jpgThis is 1312 polygons, 264 polygons more than the first version (1048)...I'll have both in my mod, one of these will be the bomber, the other one will be a larger orca fighter (deciding which one will be the bomber...), which means i have to decide another helo for the nod side [ January 19, 2003, 19:39: Message edited by: Sir Phoenixx ]

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Sun, 19 Jan 2003 19:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The model looks great.

---

---

Subject: Orca Bomber Model...

Posted by [Anonymous](#) on Mon, 20 Jan 2003 00:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

well, I like to do stuff the 'right' way and that's not a model, just an ugly drawing

---