Subject: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Thu, 01 Mar 2007 20:13:09 GMT
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Hey guys,

I was playing some DBZ yesterday and the idea popped into my head for an energy ball. So i started on this replacement for the ion beacon. This is the back model. It is in a containment case. when it is in first person it will look diferent! but thats a surprise!

note still trying to find a nice aluminum looking texture for those purple bars. Also, I will be putting glass in if i figure out how to do it.*

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Thu, 01 Mar 2007 20:38:52 GMT
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update got a texture that i'm happy with.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Nightma12 on Thu, 01 Mar 2007 23:04:26 GMT
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ooo - now that looks nice

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Tankkiller on Thu, 01 Mar 2007 23:22:18 GMT
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It's Ok, I guess.

Spend 2 more weeks improving it and it may look even better.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Fri, 02 Mar 2007 00:46:27 GMT
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I'm going to spend a long time on this one. Especialy the animations.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by JeepRubi on Fri, 02 Mar 2007 00:54:13 GMT
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It needs a custom texture, and an unwrap. Think, your calling up 6 large textures just for a back model when the whole terrain around you might be using 4.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Fri, 02 Mar 2007 18:28:21 GMT
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good point. But i have never unwrapped anything this intricit.

What map should i use? I was thinking box.

I'll try tho

edit wow... this is going to be rough...

edit2 wow, this isnt that hard!

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Cpo64 on Fri, 02 Mar 2007 21:37:32 GMT
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There are way to many polys on that sphere.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Zion on Sat, 03 Mar 2007 01:11:29 GMT
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The whole model is at a way too high poly count. Make the whole thing 1000 polys at a maximum.

Oh, and that model isn't exactally unwraped by using a plane unwraping method. Unwrap each peice and box them into a 256x256/512x512 texture.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Sat, 03 Mar 2007 20:21:03 GMT
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I managed to unwrap it and texture it with one texture like you said. Is there any way to reduce the poly count as it is now?

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by HORQWER on Sat, 03 Mar 2007 21:10:09 GMT
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when it is ganna be downloadeble

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Zion on Sat, 03 Mar 2007 21:16:39 GMT
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Have about 6-8 sides on all the cyilnders, take the segments of the boxes, reduce the sphere the same way.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Sat, 03 Mar 2007 21:38:01 GMT
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Sorry, using what tool? Or do i actualy have to redo it?

I still have to do the hand idle anim and find a good sound for it then i'll release.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Tankkiller on Sun, 04 Mar 2007 22:55:49 GMT
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ferkhat wrote on Sat, 03 March 2007 15:10when it is ganna be downloadeble

What part of WIP do you not under stand?

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Zion on Mon, 05 Mar 2007 08:23:47 GMT
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jamiejrg wrote on Sat, 03 March 2007 21:38Sorry, using what tool? Or do i actualy have to redo it?

I still have to do the hand idle anim and find a good sound for it then i'll release.

It depends on the logic you took to build it. If you converted everything to editable mesh, yes, you'll have to redo it unfortunatally. If not then select the mesh, choose the box/cyilnder/sphere modifyer from the stack and reduce segments.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Mon, 05 Mar 2007 21:22:52 GMT
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And if i leave it like it is?

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Jerad2142 on Mon, 05 Mar 2007 21:25:00 GMT
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You could optimize it.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by sharra on Mon, 05 Mar 2007 22:35:20 GMT
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i like it cant wigh to download

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Zion on Mon, 05 Mar 2007 22:48:39 GMT
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Optimising is crap but gets the job done. Never knew that was in renx...

If you export it as it is people with lower end graphic cards will have a very hard time using it. A bit like me when i join n00bstories with 39 other players, 2 seonds after i join i crash out due to an overload.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Tue, 06 Mar 2007 16:54:23 GMT
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HOLY SHIT it's over 3k polys!

Hmm.... I realy, realy don't want to go back and re-do it.

Let's face it, this was kind of a learning run for me. I think i'll do what i can with it then ill release it. If it doesnt work on someone's machine then tough luck i guess lol. For my next model i know to set a poly buget, put all textures in one file (whick i ended up doing for this).

As for release, i'm going to show you some screen shots when i get home and then you guys can tell me if you like it enough to release it. I want to work on the fireing sound more and then some of the hand anims need some work. I'll be sure to keep you guys posted tho.

Thanks alot for the help
JAmie

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Jerad2142 on Tue, 06 Mar 2007 18:46:26 GMT
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Merovingian wrote on Mon, 05 March 2007 15:48Optimising is crap but gets the job done. Never knew that was in renx...

Let me assure you that it is in RenX.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Zion on Tue, 06 Mar 2007 18:54:38 GMT
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I never said it wasn't, it's just been so long since i used it, wasn't 100% sure.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Tue, 06 Mar 2007 20:54:08 GMT
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Wait what are you guys talking about?

edit here are the screen shots. The first person is going to change a bit tho.

Back

3rd

---

closed

First

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by HORQWER on Wed, 07 Mar 2007 16:53:29 GMT
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lol

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by sharra on Wed, 07 Mar 2007 17:25:00 GMT
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cool looks like a floting orb

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Jerad2142 on Wed, 07 Mar 2007 21:48:13 GMT
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Quote:Wait what are you guys talking about?
We were talking about RenX having Optimize

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Wed, 07 Mar 2007 23:10:30 GMT
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Ok, so the first person model isn't that great. the spikes do shoot in and out. But i wanted to add likea cloud effect, or some other orbits keeping on track with the ion or atomic theme. I'll keep working on it.

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Slave on Wed, 07 Mar 2007 23:20:30 GMT
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emitters could come in handy

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Thu, 08 Mar 2007 00:35:07 GMT
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that's all in LE right?

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by sharra on Thu, 08 Mar 2007 02:05:14 GMT
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relese it relese it

Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by jamiejrg on Fri, 09 Mar 2007 16:05:54 GMT
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lol maybe this weekend. I still want to add some stuff!