

---

Subject: My first (horrible) model

Posted by [Sn1per74\\*](#) on Sat, 24 Mar 2007 17:46:38 GMT

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

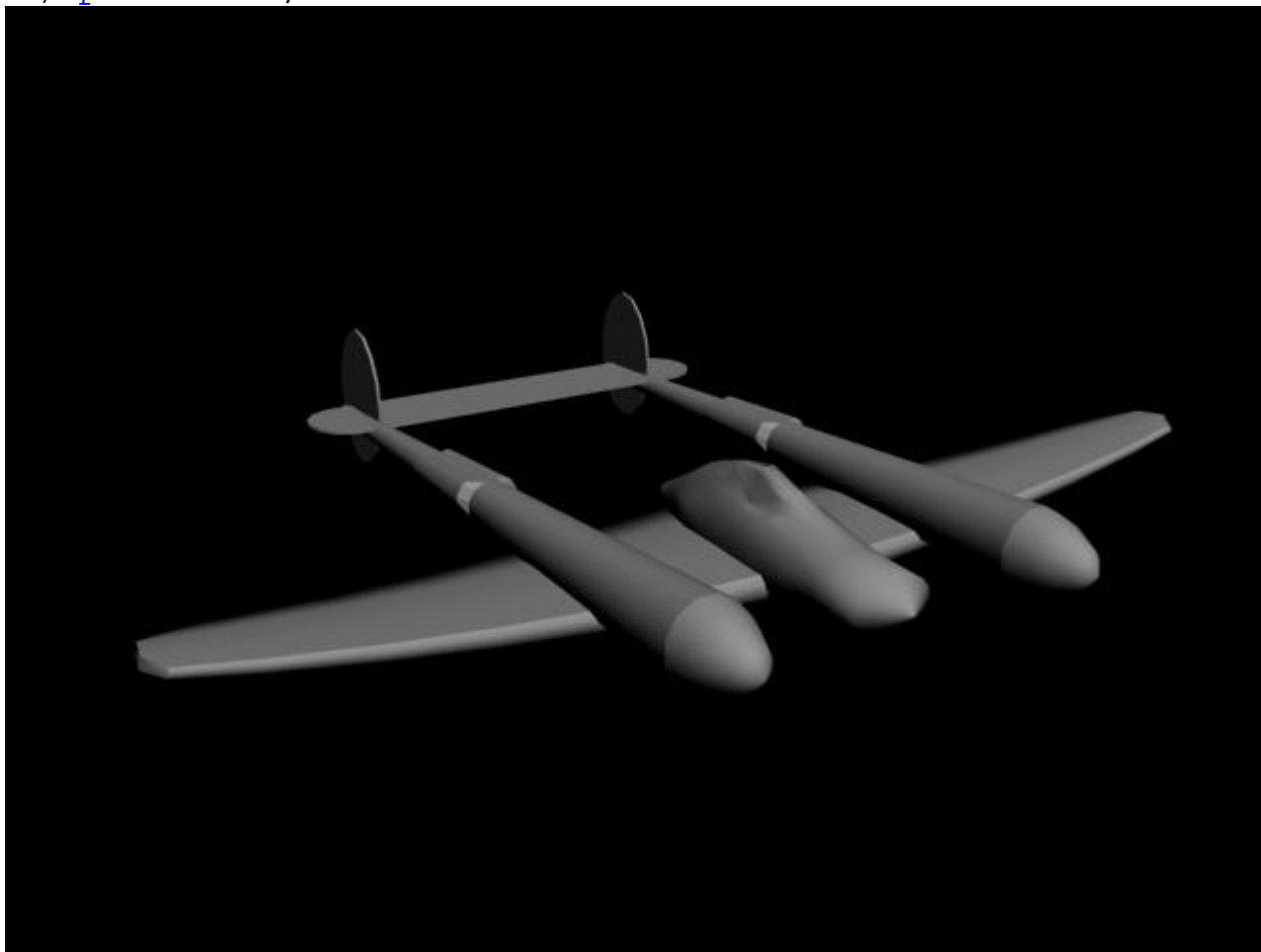
---

I made this from a tutorial. What do you think? Bash it do whatever you want, tell me what I need to improve etc.

### File Attachments

---

1) [plane.JPG](#), downloaded 633 times



---

Subject: Re: My first (horrible) model

Posted by [u6795](#) on Sat, 24 Mar 2007 18:19:06 GMT

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

---

Not bad! Keep working on it, give it some detail and a nice texture. And I think you should add propellers.

Great for a first try though, congrats man!

---

---

Subject: Re: My first (horrible) model  
Posted by [Viking](#) on Sat, 24 Mar 2007 18:29:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Better than anything I can do.

---

Subject: Re: My first (horrible) model  
Posted by [Dave Anderson](#) on Sat, 24 Mar 2007 18:34:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

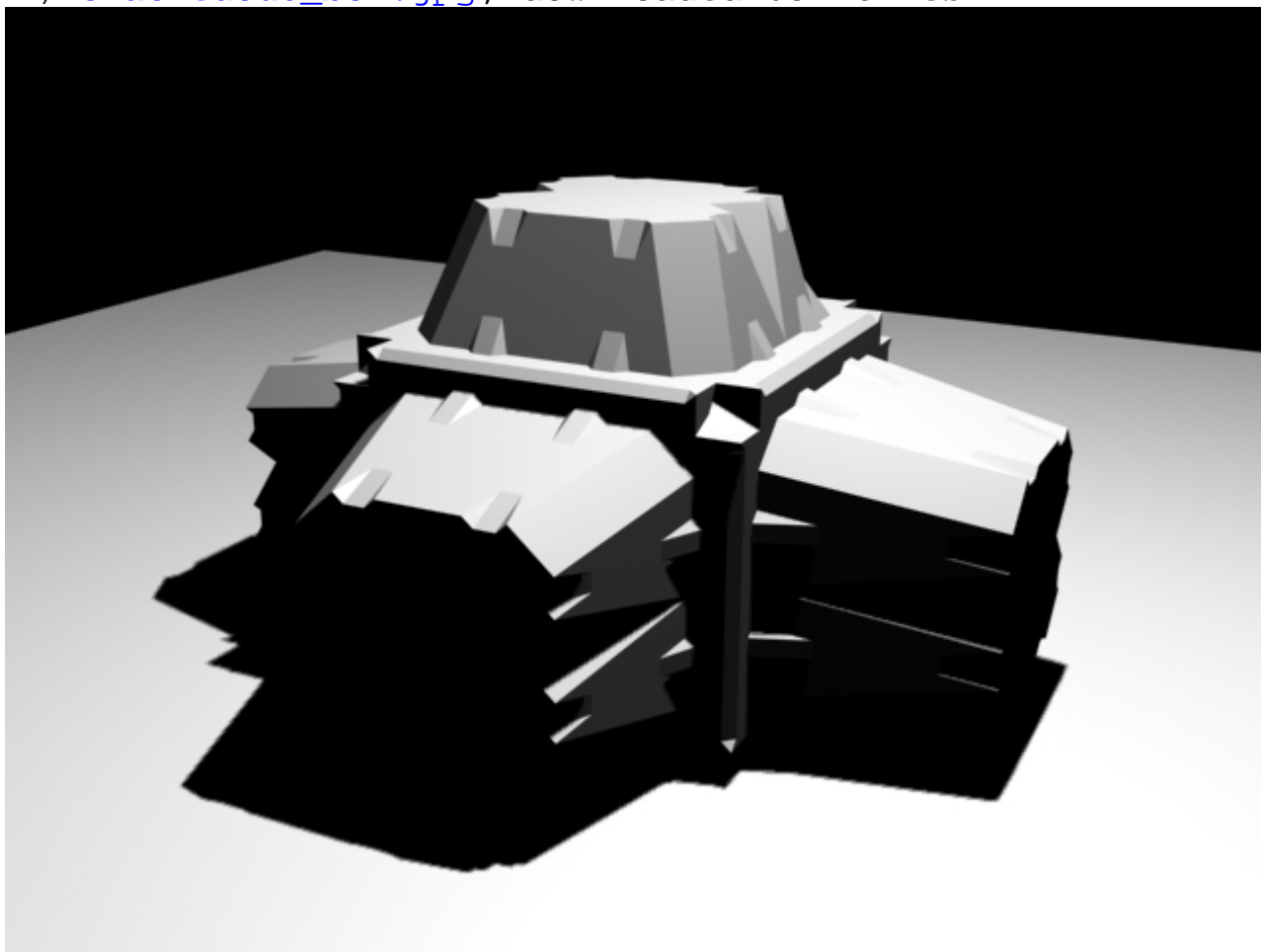
Same here. The best I've ever done is a cracked out box. ^^

I bet with a little work your plane can look very nice.

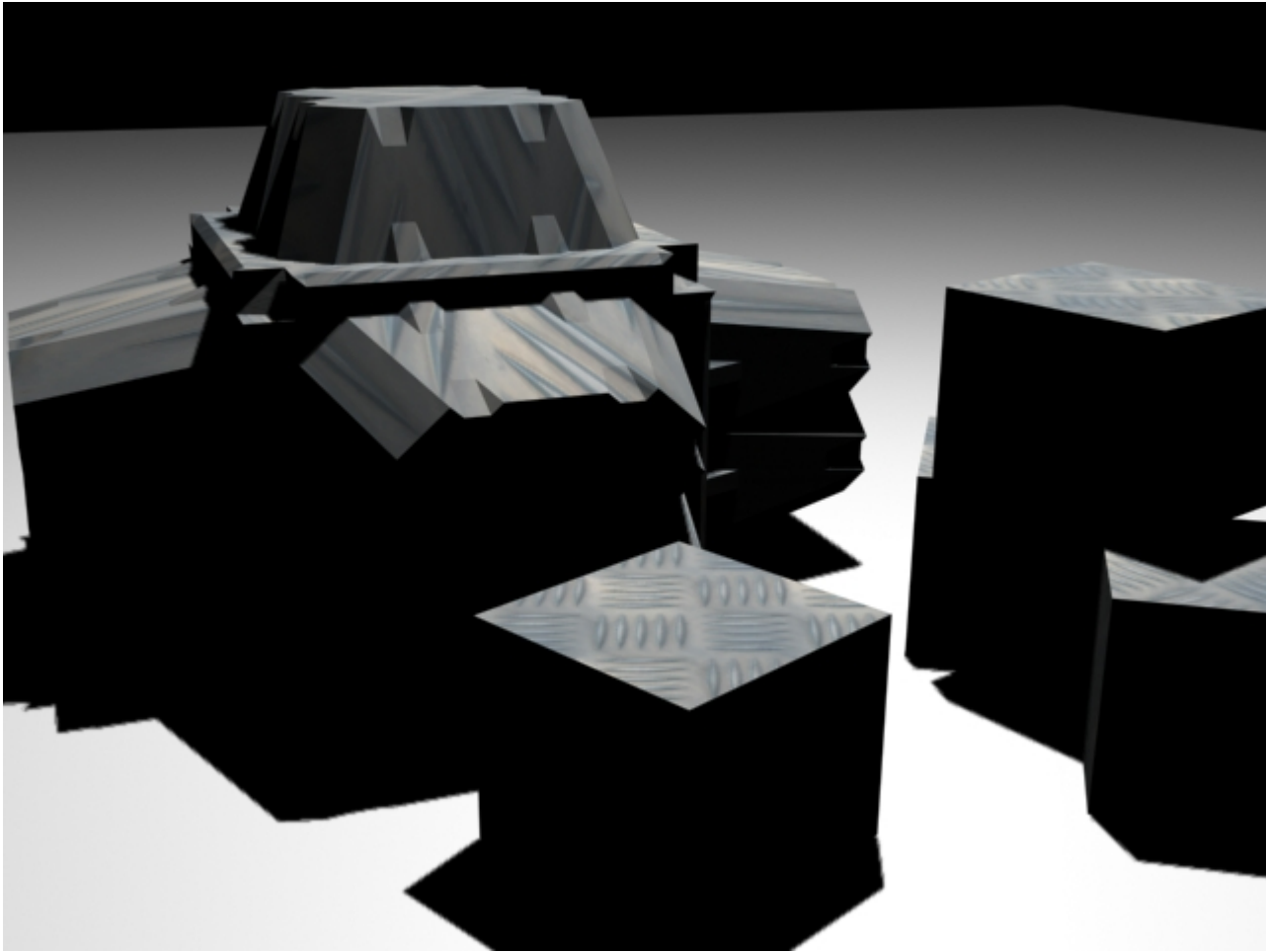
#### File Attachments

---

1) [crackedout\\_box.jpg](#), downloaded 652 times



2) [crackedout\\_box-wtexture2.jpg](#), downloaded 642 times



---

Subject: Re: My first (horrible) model  
Posted by [Zion](#) on Sat, 24 Mar 2007 20:30:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

That's actually quite good. Better than the first thing i done.

Add some props and touch up the middle body. Then give it a texture and render it with a skylight and advanced light tracer.

Oh and Dave, if you give that weird box thingie a box UV map it will look better. Try shrinking the parameters too.

---

Subject: Re: My first (horrible) model  
Posted by [Dave Anderson](#) on Sat, 24 Mar 2007 22:04:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I've been trying to search online for some decent modeling tutorials, but I'm having no luck. Anyone here know some good tutorial websites for modeling?

---

Subject: Re: My first (horrible) model  
Posted by [Zion](#) on Sat, 24 Mar 2007 23:19:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.turbosquid.com>

If anything i think a personal tutor will be better since you can ask questions instead of being told all the time. If you need any help on this subject you can contact me. It's the least i can do since you accepted me onto your student programme.

---

---

Subject: Re: My first (horrible) model  
Posted by [Sn1per74\\*](#) on Sun, 25 Mar 2007 02:30:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for all the feedback guys!  
[www.tutorialized.com](http://www.tutorialized.com) also has alot of tutorials.

---

---

Subject: Re: My first (horrible) model  
Posted by [Sn1per74\\*](#) on Sun, 25 Mar 2007 04:19:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How do you make a skylight and use the advanced light tracer?

---

---

Subject: Re: My first (horrible) model  
Posted by [Dave Anderson](#) on Sun, 25 Mar 2007 04:39:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Select the creation tab, then the lights tab. Select skylight, then place it wherever you want. Make sure your skylight is still selected then select the modify tab. For a good effect, make sure the shadows checkbox is checked. Now press F10, and select Raytracer or Advanced Lighting, and click Render.

That's how I do it, although I'm probably forgetting something or don't know about something. I hope that helps.

---