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Subject: First Turret Model

Posted by [c0vert7](#) on Sat, 04 Aug 2007 19:44:25 GMT

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I wanted to see if I could do any good at making models, Also figured it was a good time to learn how to bone, characters, vehicles, weapons, and turrets. I got alot of reading to do .

Heres where im at so far. Its about the perfect size. For what I am useing it for that is.

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**File Attachments**

1) [untitled.JPG](#), downloaded 697 times

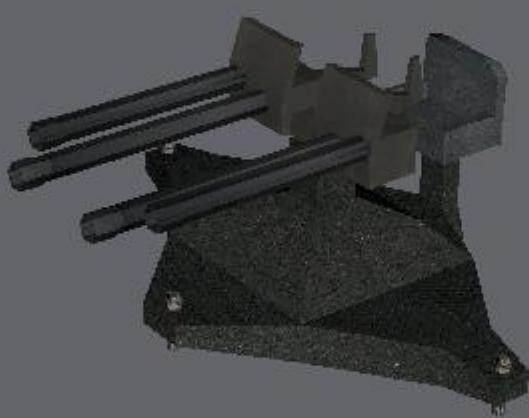
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## tuu.gmax - gmax - [RenX game pack]

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Perspective



Subject: Re: First Turret Model  
Posted by [c0vert7](#) on Sat, 04 Aug 2007 19:47:45 GMT

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Also on the look out for some good textures for this if anyone can find any images of for the base, turret, seat. I got the barrel already. Thats is a nice texture but the rest are.. uk.

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Subject: Re: First Turret Model

Posted by [c0vert7](#) on Sat, 04 Aug 2007 20:07:06 GMT

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IDk if this is any better but I think it looks better.

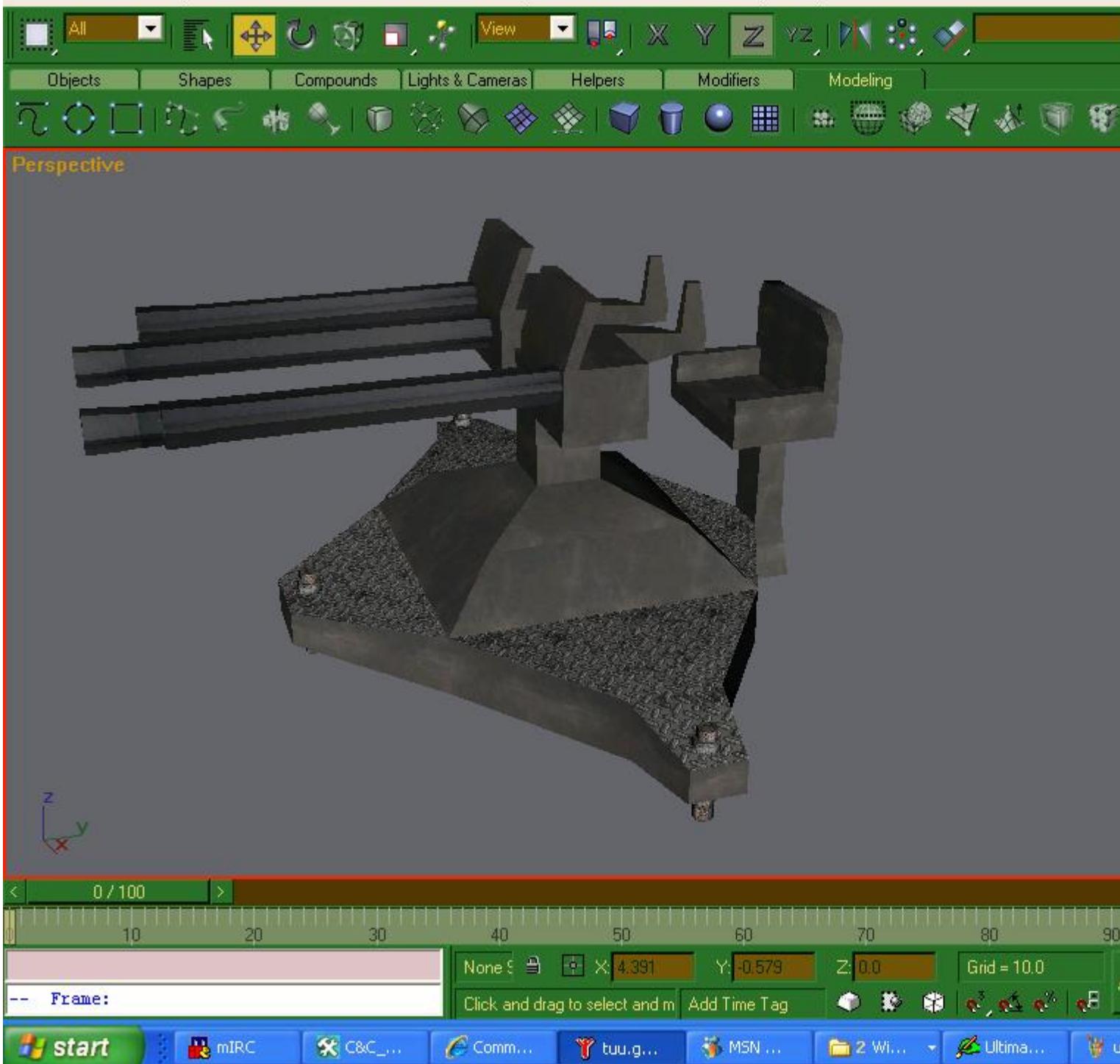
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File Attachments

1) [untitled.JPG](#), downloaded 592 times

## tuu.gmax - gmax - [RenX game pack]

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Subject: Re: First Turret Model

Posted by [Sn1per74\\*](#) on Sat, 04 Aug 2007 20:17:48 GMT

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Wow, I like it. Nice work c0vert.

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**Subject: Re: First Turret Model**  
Posted by [R315r4z0r](#) on Sat, 04 Aug 2007 20:22:37 GMT  
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looks good

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**Subject: Re: First Turret Model**  
Posted by [c0vert7](#) on Sat, 04 Aug 2007 20:38:04 GMT  
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Ok I am at the point of making the world box and adding collisions, but it tells me to select all the V\_objects (which at first they told me to name the turret, base, and barrel) which that is the complete object, they said only to use the collision projectile.... So than I was gonna do the world box and it said only select collisions physical, camera. So my question is, are tanks going drive through it?

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**Subject: Re: First Turret Model**  
Posted by [R315r4z0r](#) on Sat, 04 Aug 2007 20:42:37 GMT  
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No, you don't put collisions on the model itself, you put it on the world box.

Tanks wont drive through it. The only collisions that will apply to your turret are an invisible barrier around the turret.

You collide against the worldbox, not the model itself.

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**Subject: Re: First Turret Model**  
Posted by [c0vert7](#) on Sat, 04 Aug 2007 20:52:03 GMT  
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Well it said only physical on the tut. So dont you need to add vehicles do the world box settingS?

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**Subject: Re: First Turret Model**  
Posted by [Canadacdn](#) on Sat, 04 Aug 2007 21:02:05 GMT  
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The model is good, but it looks like it's made out of cement.

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Subject: Re: First Turret Model

Posted by [Cpo64](#) on Sun, 05 Aug 2007 05:48:20 GMT

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physical includes vehicle collisions, so its not nessicary to select vehicle if you have selected physical. "Vehicle" is used for creating vehicle only blockers.

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Subject: Re: First Turret Model

Posted by [Muad Dib15](#) on Mon, 06 Aug 2007 13:08:15 GMT

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If that is your first model,....HOW THE HECK DOES IT LOOK SO GOOD!!

what did you do? please tell me.

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Subject: Re: First Turret Model

Posted by [crazfulla](#) on Mon, 06 Aug 2007 15:02:58 GMT

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c0vert7;

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Come work for us, we have pie!

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Subject: Re: First Turret Model

Posted by [Gen\\_Blacky](#) on Mon, 06 Aug 2007 16:36:40 GMT

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mmm pie

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Subject: Re: First Turret Model

Posted by [c0vert7](#) on Tue, 07 Aug 2007 02:52:04 GMT

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Thanks . Will probally doing a flaying map with a flak cannon later and also working on trying to add a extra homeing rocket on a hummer but can only be controlled by a second rider, driver can shoot main gun and the vehicle. If I can get that to work it will be standard in all tanks . But price of them will be extra monies.

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