
Subject: Rate my Models :D

Posted by [mrÃ£Ã§Ã·z](#) on Sat, 19 Jul 2008 22:56:42 GMT

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OK im working with 3D Studio Max for 6 Days now, now im gonna post some of my work please rate them!

Wreck:

My First Building:

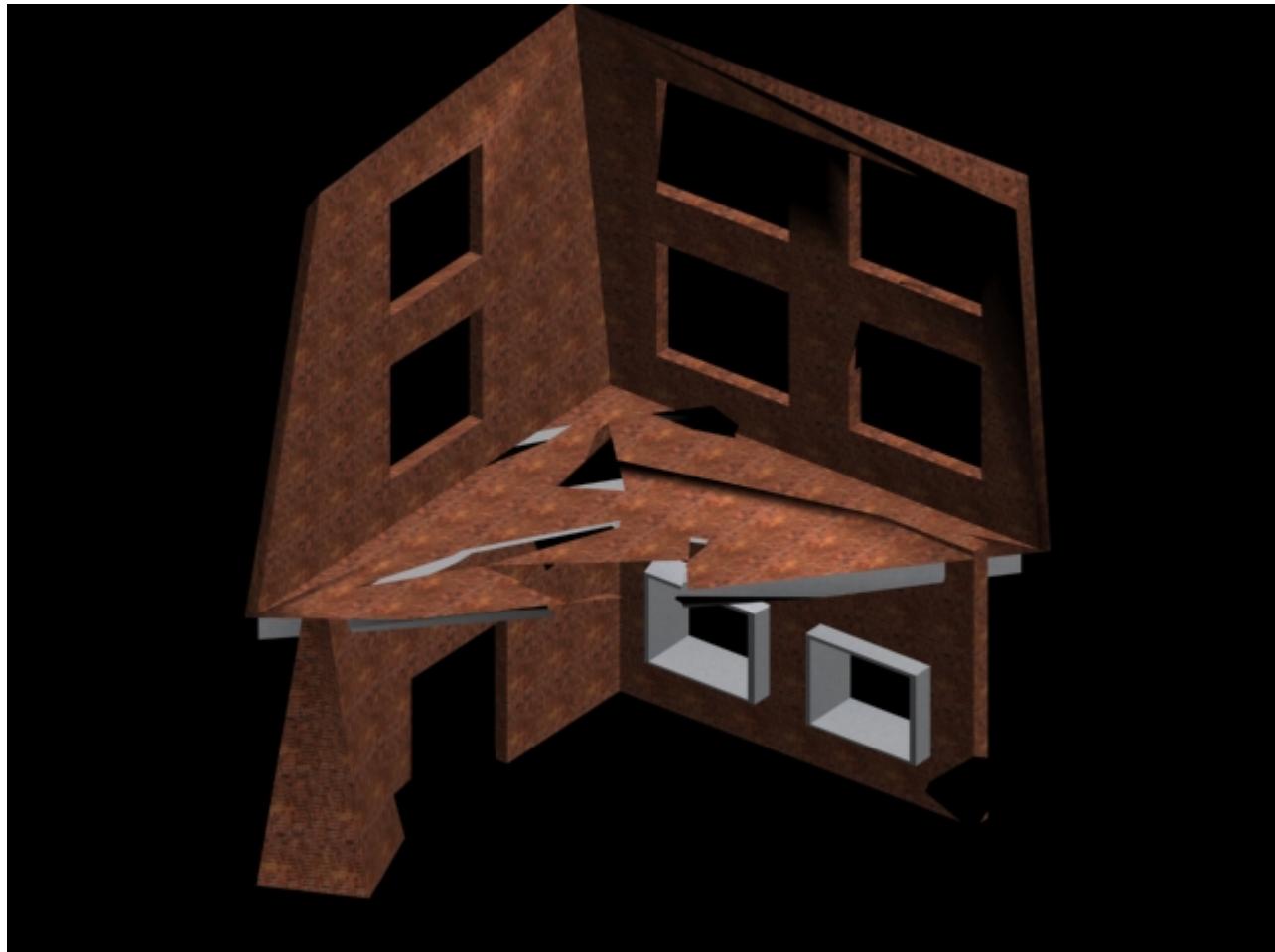
My first selfmade Vehicle to Test Bones:

A edited version of the Medium Tank:

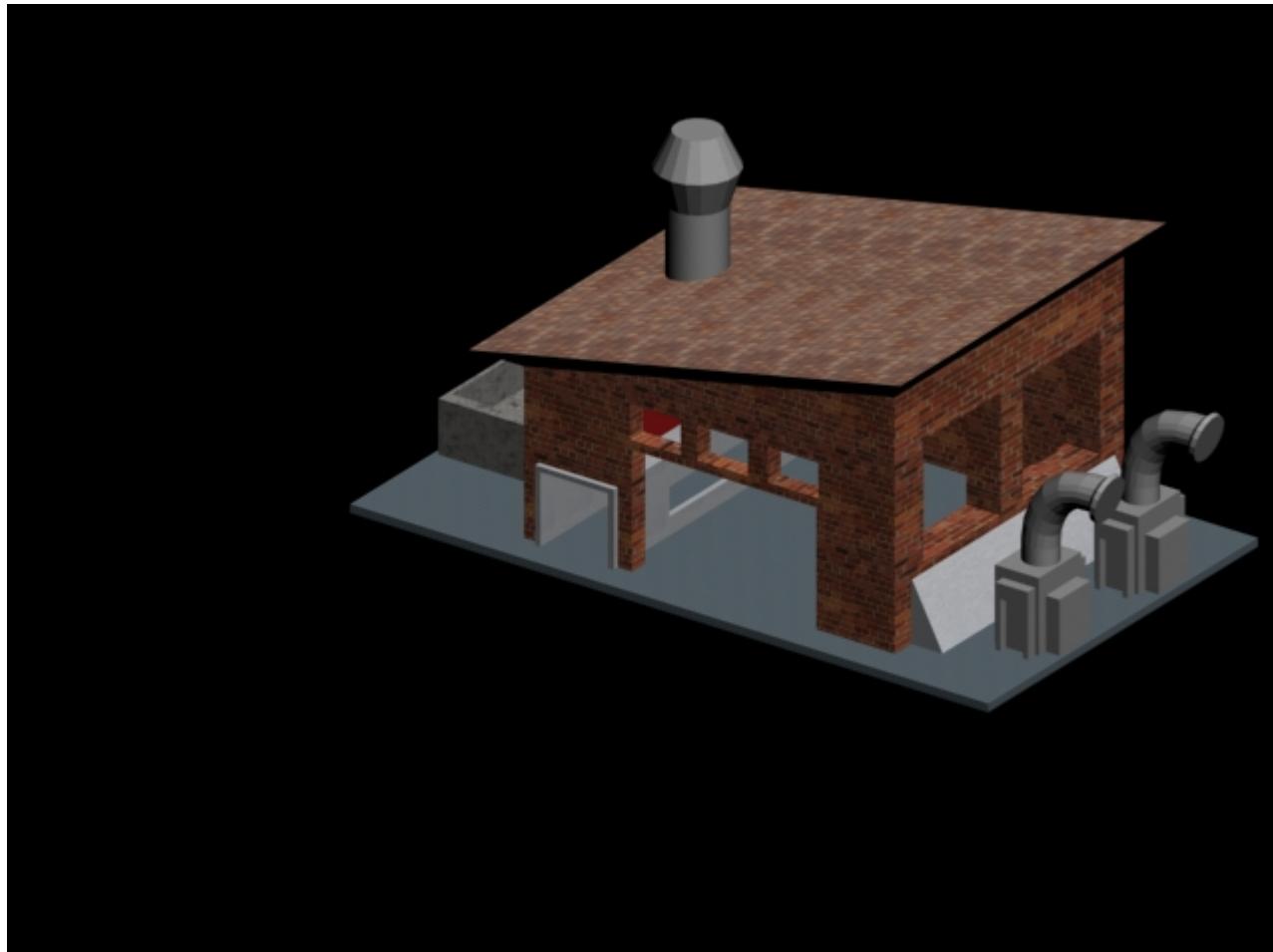
My first try to make a own Pistol:

File Attachments

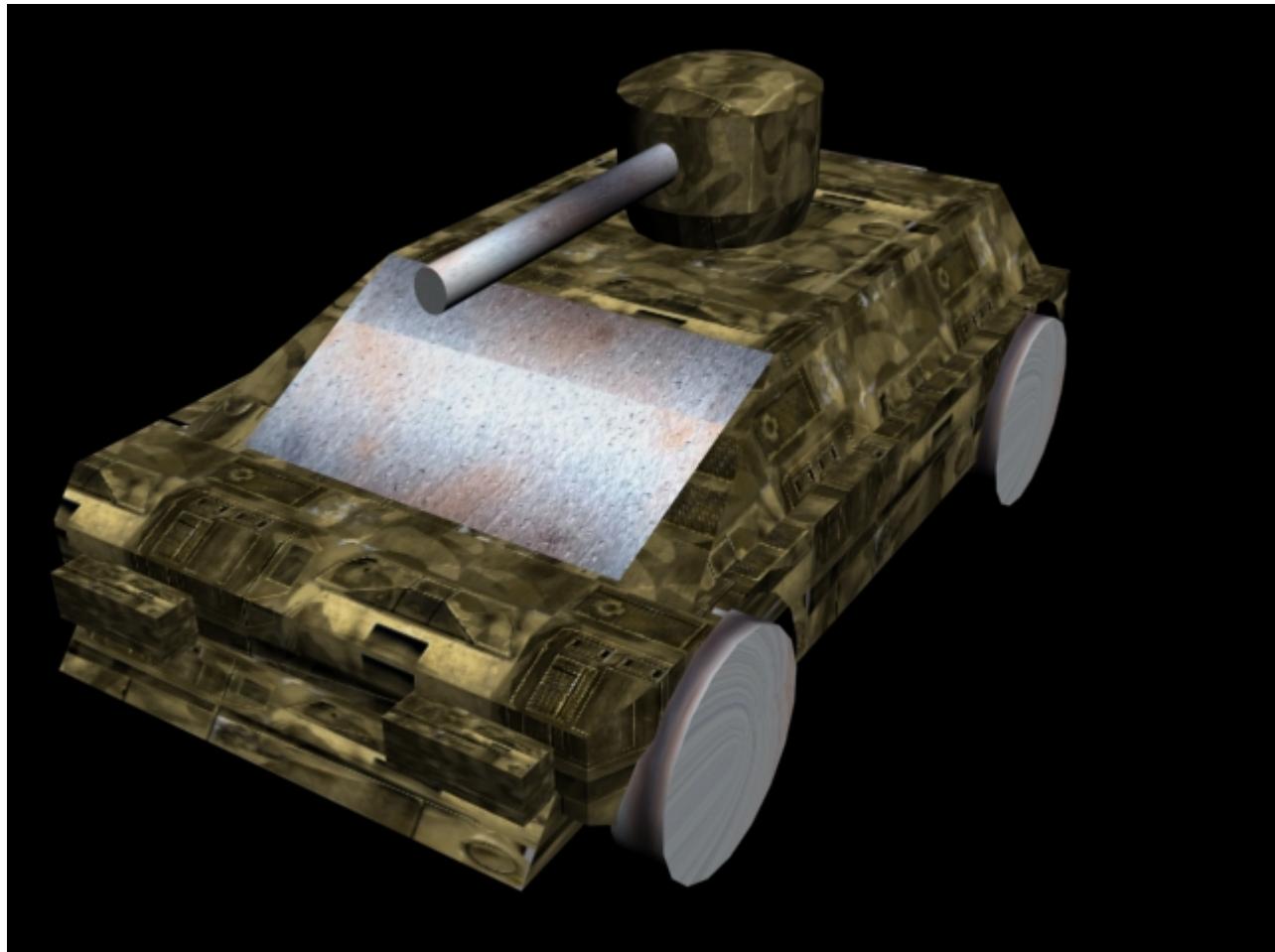
1) [Wreck.jpg](#), downloaded 832 times



2) [First_Factory .jpg](#), downloaded 823 times



3) [TankCar.jpg](#), downloaded 830 times



4) [First_Pistol.jpg](#), downloaded 802 times



Subject: Re: Rate my Pistol :D
Posted by [mr£\\$z](#) on Sat, 19 Jul 2008 23:01:42 GMT

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For these 6 Days i think im pretty good, my favourite Model is the Factory

Subject: Re: Rate my Pistol :D

Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 23:01:45 GMT

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10/10

Nice job.

Wow, you really got into modeling

Keep up the great work!

Subject: Re: Rate my Models :D

Posted by [IronWarrior](#) on Sat, 19 Jul 2008 23:14:06 GMT

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Not bad, I like the tank model and pistol.

Subject: Re: Rate my Models :D

Posted by [nopol10](#) on Sun, 20 Jul 2008 02:01:28 GMT

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Pistol looks nice.

Subject: Re: Rate my Models :D

Posted by [Starbuzz](#) on Sun, 20 Jul 2008 03:09:53 GMT

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Good job man keep going...

Subject: Re: Rate my Models :D

Posted by [_SSnipe_](#) on Sun, 20 Jul 2008 04:23:07 GMT

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there all aswome as fuck

Subject: Re: Rate my Models :D

Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 04:41:33 GMT

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Good thing i'm here and i help him sometimes. Well not all the time, cuz i'm busy

Subject: Re: Rate my Models :D

Posted by [bisen11](#) on Sun, 20 Jul 2008 05:52:40 GMT

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Pretty good, keep at it.

Subject: Re: Rate my Models :D

Posted by [LR01](#) on Sun, 20 Jul 2008 16:25:37 GMT

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yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)

Subject: Re: Rate my Models :D

Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 17:08:20 GMT

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LR01 wrote on Sun, 20 July 2008 12:25yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)
He needs to use the "Smooth Modifier" tool. When you Extrude stuff, the new part that are added
arent smooth. So he needs to use "Smooth Modifier" tool to make them smooth. I use it all the
time

Subject: Re: Rate my Models :D

Posted by [cpjok](#) on Sun, 20 Jul 2008 17:23:26 GMT

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nice work

Subject: Re: Rate my Models :D

Posted by [Dreganius](#) on Wed, 23 Jul 2008 13:35:14 GMT

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Make a Python Revolver replacement and you'll get many people around here offering you
e-blowjobs.

Make a Crossbow replacement for the Ramjet and you'll have even more.

Not bad work mate

Subject: Re: Rate my Models :D

Posted by [GEORGE ZIMMER](#) on Wed, 23 Jul 2008 14:06:28 GMT

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No offense, but a lot of it actually does look like it's just shapes plopped on top of each other.

The destroyed building piece is just a mess of polygons- Even if it IS meant to be destroyed, you should think about how exactly it got destroyed and such.

Subject: Re: Rate my Models :D

Posted by [mrÃ£Ã§Ã·z](#) on Wed, 23 Jul 2008 15:32:00 GMT

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I'm new to modeling.. and I want to save polys because most renegade players don't have a good PC

Subject: Re: Rate my Models :D

Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 15:42:24 GMT

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madrackz wrote on Wed, 23 July 2008 11:32 I'm new to modeling.. and I want to save polys because most renegade players don't have a good PC

My GDI Anti Air is 1250 polygons, can people handle that?

Subject: Re: Rate my Models :D

Posted by [Sn1per74*](#) on Wed, 23 Jul 2008 15:45:49 GMT

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That destroyed building is an optical illusion... I was looking at the top box backwards and was totally confused...

Subject: Re: Rate my Models :D

Posted by [nope.avi](#) on Wed, 23 Jul 2008 16:03:18 GMT

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Very nice My favourite is the pistol.
