Subject: [model]Weapon release
Posted by mrÃ£Ã§Ä·z   on Wed, 30 Jul 2008 18:14:54 GMT
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OK here is my Rifle i modeled yesterday, it has a way to much Polygons so i dont really need it...
edit it how you want, i dont need Credits because the model suck, here´s a Picture of it:

(Modeled in 3D Studio max, its a .max file)

Download:

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File Attachments
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1) Rifle.jpg, downloaded 715 times

2) MR_Rifle.rar, downloaded 85 times

Subject: Re: Weapon release
Posted by u6795 on Wed, 30 Jul 2008 18:18:56 GMT
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The texture makes me want to puke but other than that it's a pretty good model. Really doesn't need that many polygons though as you said.

Subject: Re: Weapon release
Posted by mrÃ£Ã§Ä·z on Wed, 30 Jul 2008 18:20:59 GMT
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Ermm yes it still suck, because when you rotate the weapon you will see the Edges of the gun, and fixing that will make again more Polygons thats why i released it now as a bad model

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Subject: Re: Weapon release
Posted by GEORGE ZIMMER on Wed, 30 Jul 2008 18:26:00 GMT
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Here's some tips for modeling.

1: Extrude off an existing edge rather than simply making a bunch of objects and placing them on top of eachother. Unless it's meant to be a separate item like a clip, it should all be one object. To extrude, hold shift and click an edge then drag it.

2: Weld. To weld, line up two or more vertexes (The dot thingies), and find the welding option, and hit weld. The numbers there are how close together the "dots" have to be in order for it to weld. I reccomend 0.001, as it'd then have to be RIGHT next to eachother.

3: When starting off with a plane, don't make it more than 1x1 segments. A plane should be a flat object. If it's flat, then it should be no more than 1x1 poly's. If you need more poly's, extrude off an existing plane.

4: Do NOT plop objects on top of eachother! It's a terrible waste of polygons, and you hardly get what you should.

Subject: Re: Weapon release
Posted by mrÃ£Ã§Ä·z on Wed, 30 Jul 2008 18:27:29 GMT
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Thanks cabal i will try

Subject: Re: Weapon release
Posted by MGamer on Thu, 31 Jul 2008 01:44:37 GMT
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i got bored and i fixed it for you its at 880 polys now

Subject: Re: Weapon release
Posted by Canadacdn on Thu, 31 Jul 2008 02:13:27 GMT
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What is it supposed to be? It kind of resembles a FAMAS.

Subject: Re: Weapon release
Posted by Dreganius on Thu, 31 Jul 2008 13:37:46 GMT
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Whatever it is I want someone to post the fixed version as boned for an Autorifle. If I have time I will fix the texture, release that in this thread too, and then we'll have a very nice little gun to use.

Subject: Re: Weapon release
Posted by u6795 on Thu, 31 Jul 2008 14:27:02 GMT
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-DM-Karandras wrote on Thu, 31 July 2008 09:37Whatever it is I want someone to post the fixed version as boned for an Autorifle. If I have time I will fix the texture, release that in this thread too, and then we'll have a very nice little gun to use.
Awesome. That was my only beef with the model to be honest. Well, actually, what's that little trigger-esque thing on the top of the model below the scope? It's kind of out of place, but other than that it's a good model.

Subject: Re: Weapon release
Posted by mrÃ£Ã§Ä·z on Thu, 31 Jul 2008 16:13:31 GMT
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-DM-Karandras wrote on Thu, 31 July 2008 08:37Whatever it is I want someone to post the fixed version as boned for an Autorifle. If I have time I will fix the texture, release that in this thread too, and then we'll have a very nice little gun to use.
OK i will post a working model then

Subject: Re: Weapon release
Posted by mrÃ£Ã§Ä·z on Thu, 31 Jul 2008 16:14:22 GMT
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MGamer wrote on Thu, 31 July 2008 03:44i got bored and i fixed it for you its at 880 polys now
OWH HELL WTF HOW DID YOU DO THAT THATS AMAZING I LOVE YOU!

Subject: Re: Weapon release
Posted by Dreganius on Sun, 03 Aug 2008 12:37:25 GMT
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When you release it please release it as a fully boned model complete with the TGA texture, because I can only edit TGAs, this shitty ballsack of a laptop doesn't like RenX or 3DS

And w00t to getting an MSI GX600 in November, so I can finally DO W3D works

- Karandras

Subject: Re: Weapon release
Posted by Dreganius on Sat, 23 Aug 2008 22:20:22 GMT
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Bump. I'd like to texture this, etc.

- Karandras

Subject: Re: Weapon release
Posted by mrÃ£Ã§Ä·z on Sat, 23 Aug 2008 22:31:06 GMT
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Download the model and texture it
i dont want to be credited....

Dont forget to convert the whole model to "Editable Poly" then it
 will loose damn much Polys without changing the weapon