Subject: My First Models
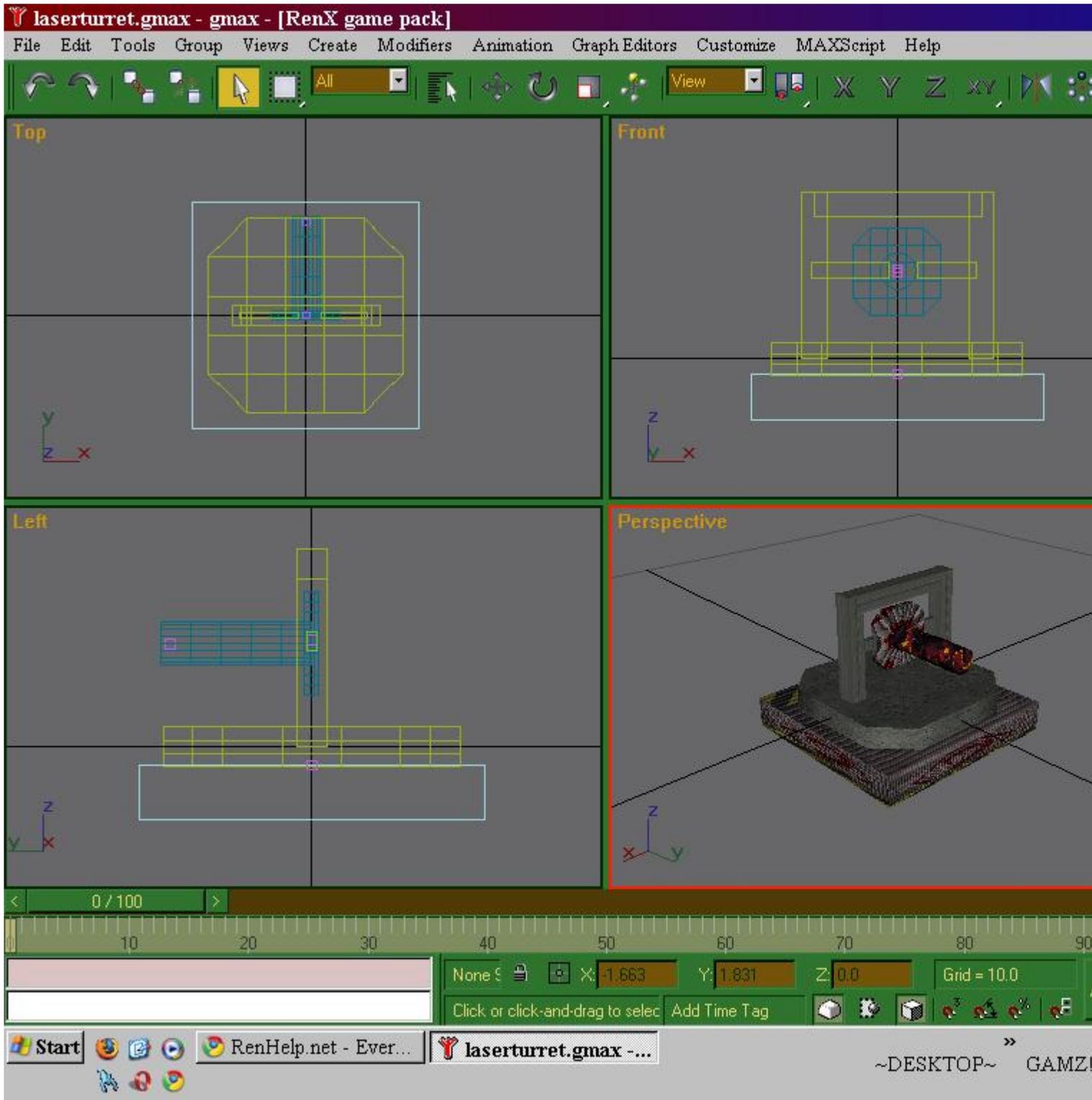Posted by Altzan on Tue, 21 Oct 2008 22:19:03 GMT
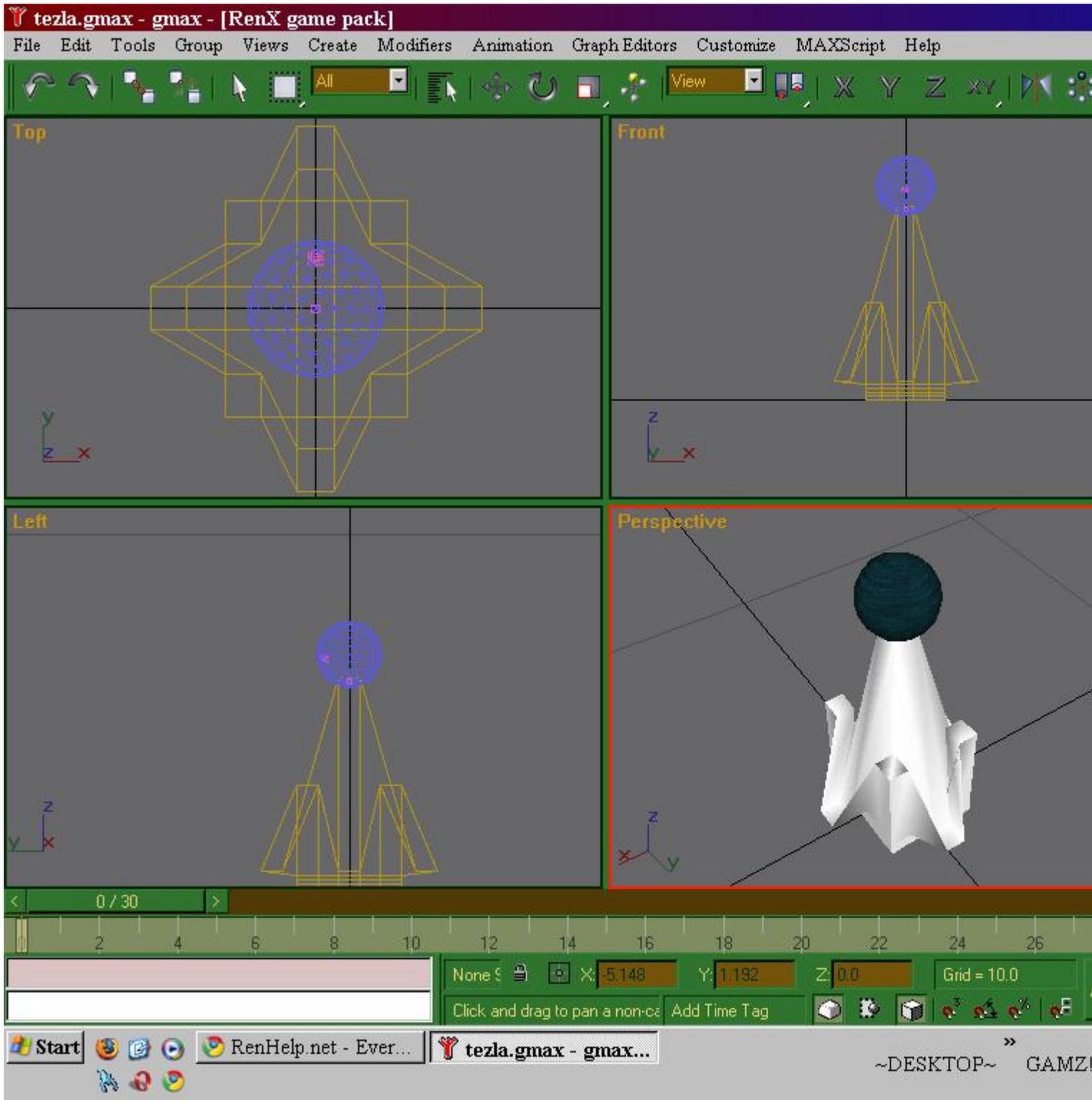View Forum Message <> Reply to Message

Apart from them being as ugly as sin, what can I improve on?
Chain Turret ThingTesla TurretBathtub Car, LOLSome Terrain

File Attachments
1) 1.JPG, downloaded 880 times
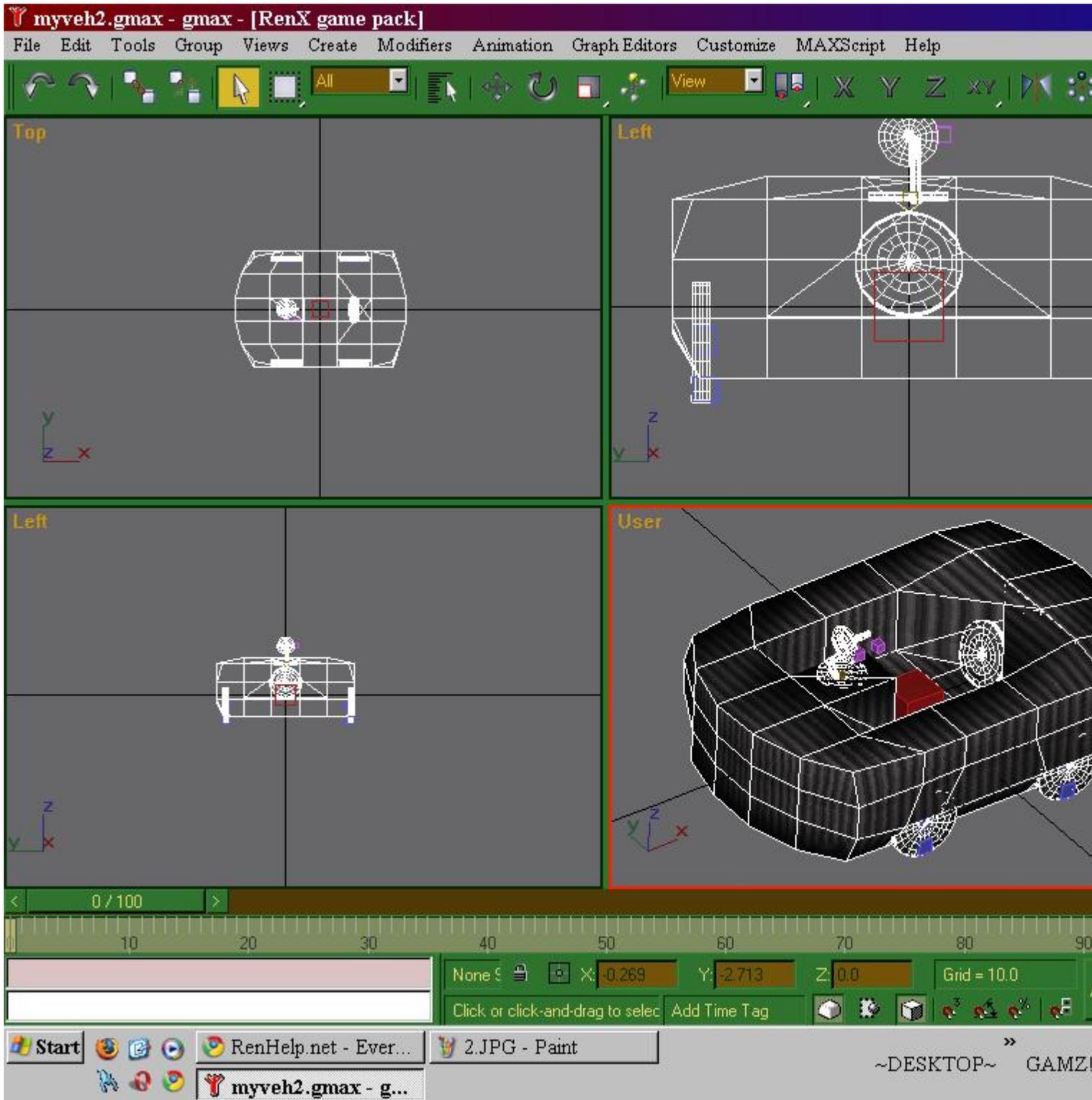
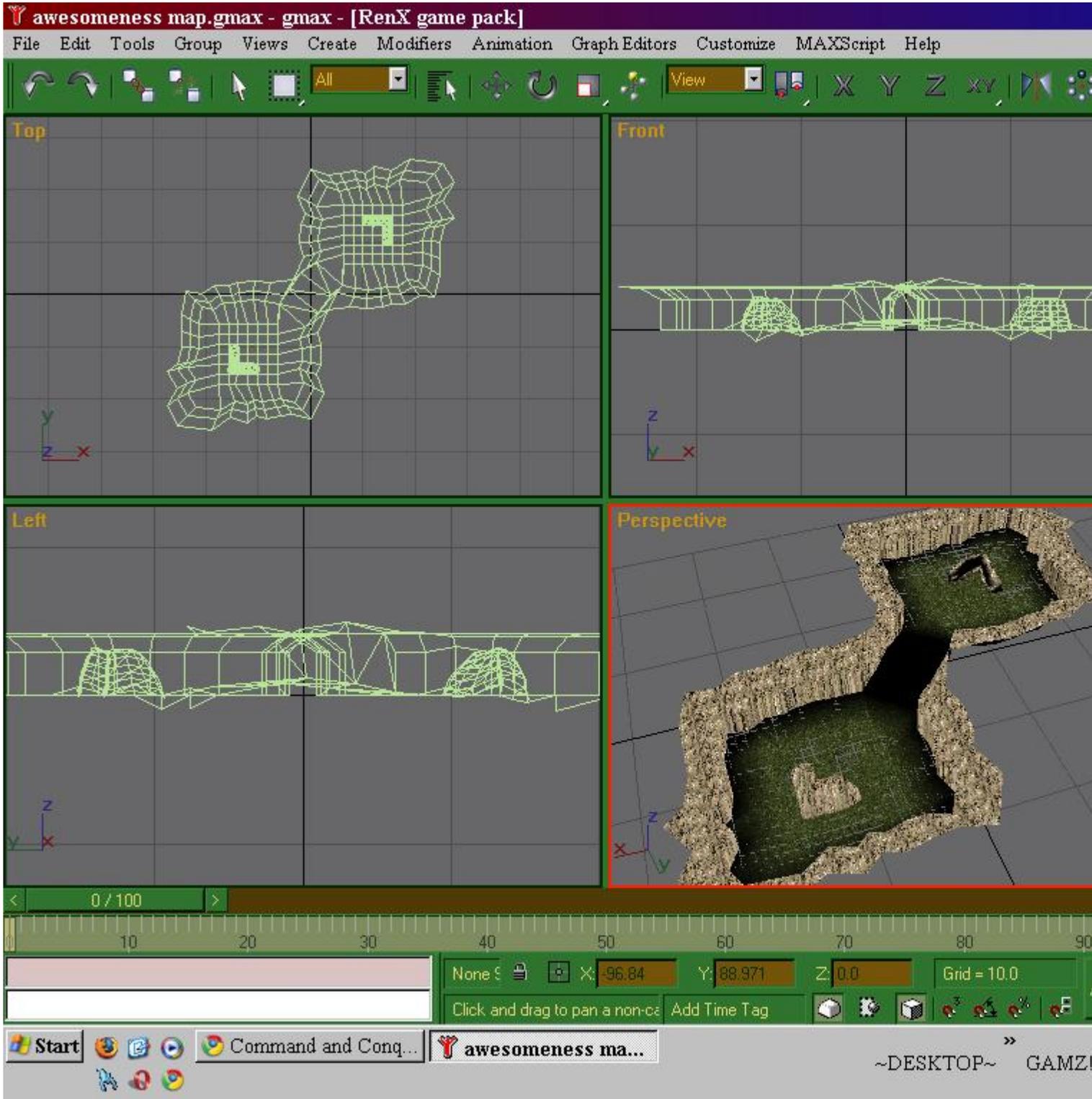2) 2.JPG, downloaded 877 times

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3) 3.JPG, downloaded 862 times

4) 4.JPG, downloaded 869 times

Subject: Re: My First Models
Posted by GEORGE ZIMMER on Tue, 21 Oct 2008 22:23:25 GMT
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Tons of unnecessary poly's. Use weld and extrude more.

Don't plop objects ontop of eachother. It's a terrible way to model.

Subject: Re: My First Models
Posted by Mauler on Tue, 21 Oct 2008 22:58:35 GMT
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Well it's a start. I say keep at it and you'll improve

Subject: Re: My First Models
Posted by Altzan on Tue, 21 Oct 2008 23:00:29 GMT
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Cabal8616 wrote on Tue, 21 October 2008 17:23Tons of unnecessary poly's. Use weld and extrude more.

Don't plop objects ontop of eachother. It's a terrible way to model.

I'm only familiar with extrude, not too sure how weld works.

What's a simple (or just better) way to put thinks together other than "plopping objects ontop of eachother"?

Thanks

Subject: Re: My First Models
Posted by GEORGE ZIMMER on Tue, 21 Oct 2008 23:06:10 GMT
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Alright, you know the vertex selection (Dot selection) mode? Go into that when editing a mesh, select two or more dots, put them in one location, then find the "Selected" button. The numbers to the right of it is how close dots need to be together to weld. If you want them to have to be in the same exact position, set it to 0.001.

This can be handy for reducing poly's across a flat mesh.

Blazea58 posted a few tutorials to better explain how to use extrude and weld on renhelp.net.

http://renhelp.net/index.php?mod=Tutorials&action=view&id=120

and

http://renhelp.net/index.php?mod=Tutorials&action=view&id=121

While you don't have to follow them exactly, try to understand as best you can. Welding, extrude, snap, and so on are incredibly handy tools for making awesome looking stuff while using as little poly's as possible.

Subject: Re: My First Models
Posted by Mauler on Tue, 21 Oct 2008 23:13:39 GMT
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Basically to have clean models it is ideal to have a single mesh then it can be worked on from there. Welding is to take overlapped vertices and joining them together making them one vertices, and best way to not 'plop' objects is to,extrude,bevel, and such to create and weld different meshes to form your model.

** yes renhelp is a great asset i suggest you read all tutorials regarding modeling/map making, and experiment.

Subject: Re: My First Models
Posted by Altzan on Tue, 21 Oct 2008 23:14:45 GMT
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I may be very new but I'll try to make some stuff, although it will be quite awhile I'm sure before I make anything worth using. But you only learn by practice, right?

Thanks for the replies, Mauler and Cabal.

Subject: Re: My First Models
Posted by Altzan on Tue, 21 Oct 2008 23:59:31 GMT
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Sorry for doublepost, but those tutorials are great! Save polys and make mapmaking easier, sounds good to me

I think I'll try some stuff with this in mind, thanks for the links.

Subject: Re: My First Models
Posted by Altzan on Wed, 22 Oct 2008 02:06:33 GMT
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Sorry for the triple-post

But here's some quickie tunnels I did to experiment with the instructions provided by the tutorials. Nothing special, just something to get the basics down.

Some Tunnel Tiles

And a question: how do you handle that blasted freehand camera? I try using it to rotate my view and it also moves the camera halfway across the map. I have to zoom out a lot, rotate, then zoom back in. Am I handling the thing wrong?

File Attachments
1) 1.JPG, downloaded 625 times
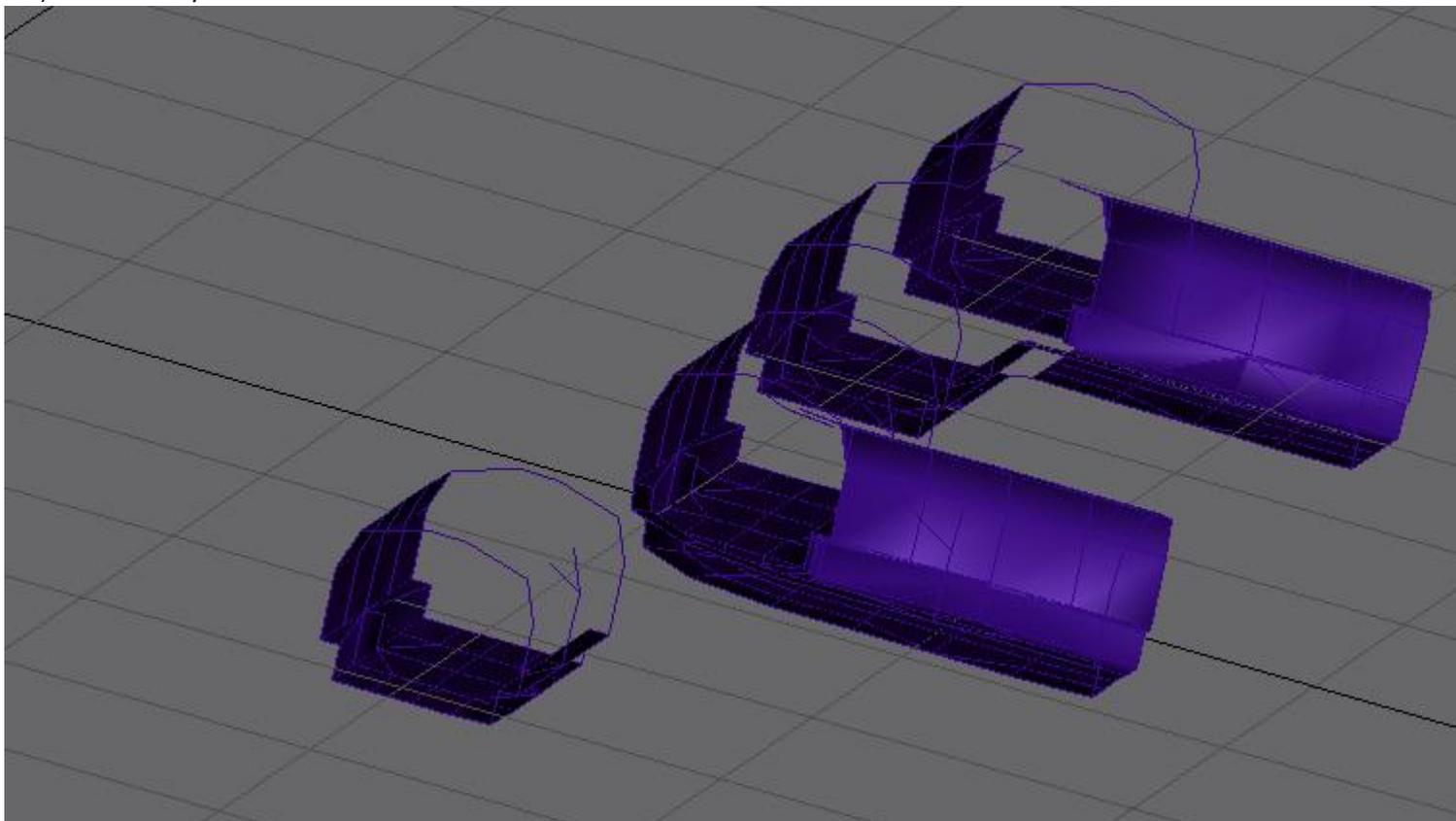
Subject: Re: My First Models
Posted by Mauler on Wed, 22 Oct 2008 02:12:51 GMT
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Great improvement, hit P changes your camera to a much better view... as for the model i can see that mesh needs a weld.

Subject: Re: My First Models
Posted by Altzan on Wed, 22 Oct 2008 21:15:36 GMT

P does nothing... i mean the arc camera, the circle with three arrows coming out of it. Is that what you mean?

Also thanks for the compliment

Subject: Re: My First Models
Posted by u6795 on Wed, 22 Oct 2008 23:11:41 GMT

Pretty cool, you certainly are improving.

Subject: Re: My First Models
Posted by Mauler on Wed, 22 Oct 2008 23:38:09 GMT

well from the sound of it, your viewport is in USER mode, pressing P just changes it to Perspective camera mode much better tbh. In order to change it you viewport has to be selected.

Subject: Re: My First Models
Posted by Altzan on Wed, 22 Oct 2008 23:41:10 GMT

Believe me, I AM in Perspective mode, I am familiar with all the views

I am in perspective but that arc control still is annoying. In truth it only takes me an extra few seconds to reposition but those seconds add up when you rotate a lot.

Subject: Re: My First Models
Posted by Altzan on Fri, 24 Oct 2008 01:51:10 GMT

Sorry to bump the topic, but I figured it out, it had to be set to 'selected' to rotate around current object.