Subject: [RELEASE]Bunker
Posted by The Party on Fri, 24 Apr 2009 16:42:59 GMT
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I am realeasing my bunker, included is the textures, w3d, and .gmax file.

File Attachments
1) CivBunker.zip, downloaded 83 times

Subject: Re: [RELEASE]Bunker
Posted by ErroR on Fri, 24 Apr 2009 16:47:09 GMT
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Hax! Looks kinda nice tho

Subject: Re: [RELEASE]Bunker
Posted by YazooGang on Fri, 24 Apr 2009 16:57:51 GMT
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Thats good but post it in the Mod Release forum ok? This is gonna be moved by the way.

Subject: Re: [RELEASE]Bunker
Posted by The Party on Fri, 24 Apr 2009 19:18:25 GMT
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What do you mean by hax? Anyway it would be cool as a vech bunker.

Subject: Re: [RELEASE]Bunker
Posted by ErroR on Fri, 24 Apr 2009 20:35:41 GMT
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well..nothing..just a random stupid line

Subject: Re: [RELEASE]Bunker
Posted by Gen_Blacky on Fri, 24 Apr 2009 21:20:14 GMT
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looks cool i just don't like the top

Subject: Re: [RELEASE]Bunker
Posted by The Party on Fri, 24 Apr 2009 22:35:44 GMT
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Thanks, that is why I included the .gmax file. Took me 40 mins to make it, actually a size to size ratio ----> that bunker is big anough to fit a mammy.

You think I sould lower to top back down so it is flat? Or were you think of another shape...

Subject: Re: [RELEASE]Bunker
Posted by Reaver11 on Sun, 26 Apr 2009 10:36:57 GMT
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It looks nice except for the roof. I like the concept for it as a vehicle bunkers. I have been looking through your model and you an improve alot currently it has 1266 polygons. Which is if you ask me for a bunker a lot.

First thing is, I would center the pivot of your bunker. This will allow you to move the object to the middle point of the grid. Then give your bunker an X=0 and Y=0 and a Z>0. This will also allow Leveledit to rotate your bunker easily around its own ax.

After that it should look like this. Since you wont be really using the 3 sided polygons convert it to Editable poly which uses 4 sided polygons so you have way less polygons on your bunker. (See the picture below)

After you have centerd the bunker you can see it is not symmetrical. I don't know if you planned it to be like this. This also allows us to see that the higher piece of the roof is not in the middle of the bulding.

After that I was looking at the entrences of the building and I find the floor a bit weird looking then I discoverd this (This part was actually from the roof of the bunker) ->

Also your bunker windows are very complex, they use up te most polygons in your bunker.

Although your current model had 1266 polygons which doesnt sound that high but for a bunker which mostly are boxy then it is a very complex cube. To compare a firstperson model of a 500 sniper has the same amount of polygons. (Which uses cylinders)

I hope this advice is usefull for you, since the bunker is pretty nice it only needs some patching/cleaning up.

Subject: Re: [RELEASE]Bunker
Posted by The Party on Sun, 26 Apr 2009 22:39:01 GMT
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Well actually this is my first 'building' actually my first 'real' thing that I have made in RenX. Thanks for the advice. It really helps, especially since I did not know how to do that before.

Subject: Re: [RELEASE]Bunker
Posted by YazooGang on Sun, 26 Apr 2009 22:42:37 GMT
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Fuck Renx/gmax. Use 3ds max.

Subject: Re: [RELEASE]Bunker
Posted by The Party on Sun, 26 Apr 2009 22:43:47 GMT
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If it was free then I would....

Subject: Re: [RELEASE]Bunker
Posted by YazooGang on Sun, 26 Apr 2009 22:54:53 GMT
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I didnt buy it and i have a full vers. Nothing else to say since its against the forum rules. Find it out your self

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Subject: Re: [RELEASE]Bunker
Posted by The Party on Sun, 26 Apr 2009 23:10:54 GMT
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lol I did something like that for camtasia studio 6