
Subject: True war gun model
Posted by [JCOOL91](#) on Wed, 09 Apr 2003 02:06:17 GMT
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Hey its me again with anther gun model i did some home work but still need your help this is my model of the M249 SAW Note: IT IS INCOMPLETE
I need some suggestions and help on how to weld to 3d shapes together not just atatching them thanz for help

Subject: True war gun model
Posted by [Cpo64](#) on Wed, 09 Apr 2003 17:14:05 GMT
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That looks very good, even with out a texture. I would give you some hits on atatching the objects together, but there are others that would be better at explaining it to you.

Subject: True war gun model
Posted by [Nodbugger](#) on Wed, 09 Apr 2003 17:17:51 GMT
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the main part is ok, I would recomend lengthening the stock and the barrel. I would also recomend putting on the carying handle and other misc detail items present on the real version of the weapon.

Subject: True war gun model
Posted by [JCOOL91](#) on Wed, 09 Apr 2003 22:14:26 GMT
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thanks for the suggestions could you tell me a way to join the stock to the main part of the gun

Subject: True war gun model
Posted by [Sir Phoenixx](#) on Wed, 09 Apr 2003 23:15:26 GMT
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lol...

So would you like it extremely sugarcoated, or the truth and nothing but the truth?

(btw, to attach an object to another object: Select the first object, right click, Convert to->Editable Mesh, right click, attach, click on the object you want to attach it to; by boolean: Select the first object, in Compounds under the Create tab, click Boolean, go down and select "Union A+B", click on "Select Operand B" at the top, and click on the object you want attached (warning: this adds

more polygons, but this also deletes those polygons that are inside))
