
Subject: My Models So Far.....

Posted by [JCOOL91](#) on Tue, 22 Apr 2003 21:42:15 GMT

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Ok il bought Renegade on Boxing day this year some how I came accross modding and i just loved it i learned more and more and I have been modeling for about 4 months heres some of my work so far ... tell me what you think.

The springfield sniper is under 500 polys and the M249 is under 1000

Subject: My Models So Far.....

Posted by [Skier222](#) on Tue, 22 Apr 2003 21:54:32 GMT

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those look like there from Medol Of Honor. dont steal. But if there not, ur doin good

Subject: My Models So Far.....

Posted by [maytridy](#) on Tue, 22 Apr 2003 21:59:53 GMT

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Those arent from MOH, don't worry. The first one looks great. But the second one looks too blocky.

Subject: My Models So Far.....

Posted by [JCOOL91](#) on Tue, 22 Apr 2003 22:01:38 GMT

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I made those models i do not steal thank you the springfiled is under 500 polys it wont look blocky with a good skin trust me if im wrong i got 500 polys to work with.

Subject: My Models So Far.....

Posted by [spreegem](#) on Tue, 22 Apr 2003 22:13:32 GMT

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They look good. U should model an M1 Carbine , my spelling is probably wrong, but it was a gun used in WW2. I think it was a Sub-Macine gun, dunno, but it is in Band Of Brothers alot.

Subject: My Models So Far.....

Posted by [mike9292](#) on Tue, 22 Apr 2003 22:27:17 GMT

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do i need 3ds max to model or will renx be good enough

Subject: My Models So Far.....

Posted by [maytridy](#) on Tue, 22 Apr 2003 22:32:46 GMT

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RenX should be ok.

Subject: My Models So Far.....

Posted by [Havoc 89](#) on Tue, 22 Apr 2003 23:41:49 GMT

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gotta add some detail into them... they look a bit blocky. but they are still pretty good. keep it up

Subject: Re: My Models So Far.....

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 00:21:00 GMT

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JCOOL91Ok il bought Renegade on Boxing day this year some how I came accross modding and i just loved it i learned more and more and I have been modeling for about 4 months heres some of my work so far ... tell me what you think.

The springfield sniper is under 500 polys and the M249 is under 1000

Both the FN M249 SAW and Springfield look quite blocky and detailess. Both of them need quite alot more work.

MOHAA Didn't have the FN M249 SAW, this gun was introduced at least 40 years after WWII began. And I can tell you that just by looking at the Springfield that it isn't from a game like MOHAA.

Wait, those weapons are for your WW2: Warpath mod thingie? Why did you make an FN M249 SAW for it? It's around 40 years too early for it.

If I was rating them, the FN M249 SAW would get between 40-50%, the Springfield would get around 50-65%

Subject: My Models So Far.....

Posted by [JCOOL91](#) on Wed, 23 Apr 2003 00:23:50 GMT

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M249 Saw is not for the mod The springfield id for it and it done a skin will give us all the detail it needs not bashing you but didnt you onece say skins can bring out alot of detail??? and in your models i dont see much detail on ur weapons i mean Just asking.

Subject: My Models So Far.....

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 00:36:13 GMT

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JCOOL91M249 Saw is not for the mod The springfield id for it and it done a skin will give us all the detail it needs not bashing you but didnt you onece say skins can bring out alot of detail??? and in your models i dont see much detail on ur weapons i mean Just asking.

The skin can show alot of the details, but that's not a reason to be stingy on the model.

The FN M249 SAW that I made for a Quake 3 mod some time ago:

That there is around 1100 polygons. I did all of the larger details, like the roundness of the fore grip, the butt, etc.. But I left all of the smaller details out for the skin.

Actually, the Shock Rifle for example has more detail then what the original did. I used the sidebar icon to model it from, in that pic it's only a stick with a box and grip on it.

Subject: My Models So Far.....

Posted by [JCOOL91](#) on Wed, 23 Apr 2003 01:05:23 GMT

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Thats way better than mine but you have been moddeling for 3 years and i have for 4 months no even i got the game 4 months ago

Subject: My Models So Far.....

Posted by [maytridy](#) on Wed, 23 Apr 2003 01:19:39 GMT

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That is true. I think that those models are very good for the amount of time that you have been modeling. Just keep at it and you will make some incredible stuff in no time.
