Subject: Unfinished weapon models
Posted by blaxsaw on Fri, 25 Apr 2003 16:11:26 GMT
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ive finished modelling my first 3 weapon models.-An assualt rifle, sniper rifle and a shotgun. At the moment their just untextured models. I may try to skin them at a later date or just upload them as they are. If you think you could texture them well email me at simondenney@hotmail.com. The poly count might need reducing before they can be used though. They are loosly based on real weapon blueprints. Ive changed them to help reduce the poly-count.

Heres the link to them:
http://www.n00bstories.com/image.gallery.php?folder=183&descr=Unfinished%2FUntextured+models

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Subject: Unfinished weapon models
Posted by Sir Phoenixx on Sat, 26 Apr 2003 02:23:08 GMT
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Hmmm...

Those are pretty nice for your first models...

I don't think the polygon counts need to be lowered at all. You could actually insert some more detail in there... (try to shoot for around 800/900 polygons). But whatever suites you best.

(You could make use of the extra edges running down the center of the tops of the guns, pull them out in some places to add a little more shape. And isn't the trigger a little too long?)

Subject: Unfinished weapon models
Posted by maytridy on Sat, 26 Apr 2003 12:05:31 GMT
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Quote:I don't think the polygon counts need to be lowered at all. You could actually insert some more detail in there... (try to shoot for around 800/900 polygons). But whatever suites you best.

(You could make use of the extra edges running down the center of the tops of the guns, pull them out in some places to add a little more shape. And isn't the trigger a little too long?)

I agree. Add some more detail, and shorten the trigger on the first gun. I like the first gun the most though.