Subject: Learing Modeling?

Posted by Sk8rRIMuk on Wed, 12 Mar 2003 12:47:29 GMT

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I have just posted in the General Discussion about 3D Modeling & Animation as a career and I want to start modeling for Renegade, but I am stuck on where to begin, what to learn & how to

I was wondering if anybody could give me some tips on what to learn first, what to learn altogether

Thank you in advance.

-Sk8rRIMuk

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Posted by Sir Phoenixx on Wed, 12 Mar 2003 13:12:30 GMT

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Just learn how to use the shapes to your advantage, look at a reference picture of what you're modeling and determine what's the best shape to make it out of, how many shapes, etc.

Also learn boolean, the lines/flat shapes etc., extruding, attaching, detaching, uvwmapping, etc.

Just learn everything...

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Posted by laeubi on Wed, 12 Mar 2003 13:33:16 GMT

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you can find some tutorials at

http://www.laeubi.de/tutorials

and at http://www.nodnl.net

Subject: Learing Modeling?

Posted by Sk8rRIMuk on Wed, 12 Mar 2003 19:54:34 GMT

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I will have a look at boolean, the lines/flat shapes etc., extruding, attaching, detaching,

uvwmapping soon...

That seen that site before Laeubi but it has greatly improve I will be using a few tutorials off that for sure...

My freind just gave me the gmax tutorial's and help file that they do not include with the original package and I am working through that now . Wow I mad a swinging mase .

-Sk8rRIMuk

Subject: Learing Modeling?

Posted by laeubi on Wed, 12 Mar 2003 21:01:00 GMT

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Feel free to contact me, if you have a question

Subject: Learing Modeling?

Posted by maj.boredom on Wed, 12 Mar 2003 21:14:47 GMT

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People helping people.

I love it!