
Subject: New weapon (poly)
Posted by [Creedy](#) on Sun, 25 May 2003 23:59:46 GMT
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Hey guys

Can I just ask how many polygons would you use in a boss weapon
e.g. volt rifle
because I have made an assault rifle but I don't know if it has too many polygons in it.

Polygons = 1479

After I have sorted this area out I will move on to skinning and boning and then I will release it (If all goes well).

Thx

Subject: New weapon (poly)
Posted by [Creedy](#) on Mon, 26 May 2003 00:28:26 GMT
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There is a picture of it at this site
<http://www.cnc-extreme.com/msgboard/viewthread.php?tid=65>

Subject: New weapon (poly)
Posted by [Captkurt](#) on Mon, 26 May 2003 00:46:23 GMT
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models. If you did do the weapon you have in the link it looks very good. Better than I have done for weapons.

Subject: New weapon (poly)
Posted by [Sir Phoenixx](#) on Mon, 26 May 2003 01:58:25 GMT
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IMO,

Very Low: Around 400 or less
Low: Around 500-700
Normal: Around 800-1000
Medium: Around 1100-1300
High: Around 1400 or more

(For models that are to be used in the game.)

Subject: New weapon (poly)
Posted by [PsycoArmy](#) on Mon, 26 May 2003 08:42:01 GMT
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That oly is alright for first view, But i would sugest using lower poly counts for third view.

Subject: New weapon (poly)
Posted by [Creedy](#) on Mon, 26 May 2003 10:25:50 GMT
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Thx

I will use a very low polygon count for the 3rd person view
I thought that there were too many polygons but the gun deadeye has
has a polygon count of 1300 so I wasn't sure if this was ok

Subject: New weapon (poly)
Posted by [Sir Phoenixx](#) on Mon, 26 May 2003 11:18:45 GMT
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PsycoArmyThat oly is alright for first view, But i would sugest using lower poly counts for third view.

Of course. Under 200. (It should be easy to keep it under this, as you'd be changing every cylinder to a box (or even better, a 3 sided cylinder), and exchanging every shape on the gun for a basic box.)

Subject: New weapon (poly)
Posted by [Havoc 89](#) on Mon, 26 May 2003 15:42:23 GMT
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Nice M203

Subject: New weapon (poly)
Posted by [Sir Phoenixx](#) on Mon, 26 May 2003 23:35:44 GMT
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That m4 looks alright except for the butt stock (the back of the gun). The handle on top of the gun,

and the body/center of the gun could use some work. The m203 could use alot of work also, it's missing the trigger, and it isn't part of the m4. (And I don't know if it's just the screenshot, but the m4's magazine is supposed to be seperate from the m4, or at least look like it is)

Subject: New weapon (poly)

Posted by [Creedy](#) on Mon, 26 May 2003 23:59:50 GMT

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Yeah I see what you mean it does need a lot of work

That screenshot is so very c*** are there any other programs that I can use to show this gun better? Like W3d but better.

I will get to work on trying to make this model better right now.

The problem is I found a picture on the net and the back of the gun is just like that so I'm not sure on what I can do to alter this
