
Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Sun, 01 Jun 2003 17:12:10 GMT

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Hello,

I have never really modeled much in my Renegade experience, so I decided to have a go at modeling a weapon. It's not skinned yet, but I just wanted to get some feedback on what you guys think. So, if you guys like it, here's the first weapon to be included in the Modern Warfare mod.

Sorry for the crappy quality picture, 3ds isnt working right now, so I can't give you a good render. Hopefully by Tuesday, I will replace this picture with a good render.

This is my first weapon ever, so take it easy on me.

<http://modx.the-pitts.net/showthread.php?s=&threadid=371>

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [spreegem](#) on Sun, 01 Jun 2003 18:39:36 GMT

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Pretty good, a little blocky though other than that it is good.

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Sun, 01 Jun 2003 18:58:38 GMT

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yeah, trying to keep the polys down.

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [Skier222](#) on Sun, 01 Jun 2003 19:37:21 GMT

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I have almost completed a T-90 tank for the mod
the link below is a pic

<http://www.msnusers.com/renxtutorials/shoebox.msnw?action=ShowPhoto&PhotoID=7>

*****NOT DONE*****

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Sun, 01 Jun 2003 20:27:10 GMT

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Yeah, we're editing it a little and throwing some finishing touches on it. Then off to the skin factory!

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [Sir Phoenixx](#) on Sun, 01 Jun 2003 21:14:24 GMT

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maytridyYeah, we're editing it a little and throwing some finishing touches on it. Then off to the skin factory!

It needs more than a little editing and finishing touches...

This is supposed to be the Colt m4 right? It is VERY HARD to tell what that model is.

Everything on that model is either way too large (the butt stock, and the center of the gun for example), or way too small (the magazine and grip/trigger). The handle on top isn't even close to what the handle on the real gun looks like, niether is the front iron site.

I don't think you'd like to hear what I think of that model...

I got a few tips though...

Let those that have experience in modeling make the mod's models. While they're doing that you can practice and learn 3dsmax/gmax and get some more experience in modeling before you try to make a model that's going to be released publicly.

When you're modeling, in both gmax and 3dsmax, you can get an image of what you're modeling (When you're doing a gun you'd want to get an image of that gun that's DIRECTLY from the side), and make it the background of the left/right viewport. Click on the left/right (depending on which side of the gun the image is of) viewport, hit ALT+B, browse for the image of the gun for the background, select "match bitmap" or whatever it's called and lock pan/zoom. Now you can model over this image, making your model EXACTLY like the real one.

Subject: ?

Posted by [ohmybad](#) on Sun, 01 Jun 2003 21:23:15 GMT

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Dose making a background only work for 3ds max or dose it work with gmax too? Oh and are there websites where i can get pics on guns from top and side?

Subject: Re: ?

Posted by [Sir Phoenixx](#) on Sun, 01 Jun 2003 21:35:34 GMT

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ohmybadDose making a background only work for 3ds max or dose it work with gmax too? Oh and are there websites where i can get pics on guns from top and side? Does it hurt that much to actually READ a post before replying?

Me!When you're modeling, in both gmax and 3dsmax, you can get an image of what you're modeling...

<http://www.google.com> and search for the gun you're doing, you can find ALOT of sites about that gun.

(www.securityarms.com has alot of pictures of alot of guns, the only thing is is that they protect their gun's images, so you'd have to take a screenshot of their website)

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [Skier222](#) on Sun, 01 Jun 2003 21:37:21 GMT

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the gun is fake!

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Mon, 02 Jun 2003 00:06:13 GMT

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Thanks for the tips, Sir Phoenixx, I appreciate it.

Quote:This is supposed to be the Colt m4 right? It is VERY HARD to tell what that model is.

I didn't model this after anything, I guess I made a mistake, I should model after real weapons. I just started making a gun off the top of my head. It was just kind of a fantasy gun, I wasnt really going for precision and realism.

Thanks for the background tip.....I've used it before for spline modeling, I'll put it to use here too.

Quote:Let those that have experience in modeling make the mod's models. While they're doing that you can practice and learn 3dsmax/gmax and get some more experience in modeling before you try to make a model that's going to be released publicly.

As of now, we don't have many weapon modelers, (just me and one or two others) so I thought i would give it a try.

I'll either majorly fix this model up or just scrap it.

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Mon, 02 Jun 2003 00:36:18 GMT

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Sir Phoenixx, could I talk to you on AIM or MSN? So you can maybe help me make my model better. Thanks.

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [Aircraftkiller](#) on Mon, 02 Jun 2003 01:05:45 GMT

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Skier222I have almost completed a T-90 tank for the mod
the link below is a pic

<http://www.msnusers.com/renxtutorials/shoebox.msnw?action=ShowPhoto&PhotoID=7>

*****NOT DONE*****

ROFL

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [gendres](#) on Mon, 02 Jun 2003 01:23:14 GMT

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AircraftkillerSkier222I have almost completed a T-90 tank for the mod
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<http://www.msnusers.com/renxtutorials/shoebox.msnw?action=ShowPhoto&PhotoID=7>

*****NOT DONE*****

ROFL

ROFL

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [spreegem](#) on Mon, 02 Jun 2003 01:27:59 GMT

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What bad with that tank model? I'd like to see u do better ACK

He said it wasn't done yet wait for the final version of it B4 U just go and say that This mod and models is shit.

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Mon, 02 Jun 2003 01:34:43 GMT

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It's n\p man. Don't worry about what he said. We'll just do our best and try to win his approval.

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [exnyte](#) on Mon, 02 Jun 2003 04:25:32 GMT

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spreegemWhat bad with that tank model? I'd like to see u do better ACK

He said it wasn't done yet wait for the final version of it B4 U just go and say that This mod and models is shit.

He said ROFL not "this mod and models is shit". Two completly different things... not to mention he wasn't the only one, yet you single him out... That's not fair now is it...

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [Skier222](#) on Mon, 02 Jun 2003 12:59:33 GMT

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its because im not done with the model, it was just a basic model of the tank, i have now just finished making the machine gun that sits on top of the turret, and then i must put some other details on it too make it look good. i have only worked on the model for a total of 4 hours so i think its comin out pretty good.

i will keep u updated

-Skier

Subject: Modern Warfare: First Weapon-Screens Included!

Posted by [maytridy](#) on Mon, 02 Jun 2003 19:19:16 GMT

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I am re-doing the turret, and we will replace the old one.

Once Skier finishes the rest of the T-90, we will combine them and we should be done with the model.
