
Subject: More models by me - inside!
Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 06:44:29 GMT
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Skyline

M2

Wolverine

Subject: More models by me - inside!
Posted by [kawolsky](#) on Sun, 06 Jul 2003 08:06:04 GMT
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is this going to be in a mod?
if so i think you should skin them before showing them or you will get pages of insults from ACK

Subject: More models by me - inside!
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:06:24 GMT
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nice but um thay look kinda weird with the smoothing other wise good job

the gun one if you took the barrel aff and added a triangel like then at the end transparnt red it would look like a phazer rifle from star trek

hmm spelling ERROR ERROR

Subject: More models by me - inside!
Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:07:27 GMT
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na they probably wont be in a mod...

Subject: More models by me - inside!
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:10:05 GMT
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can i use the M2 if you take off the barrel and revers the ammo clip
it would be perfect for the plasma rifle the aliens have in my up comming mod "The Rise of the Aliens"

Subject: More models by me - inside!
Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:14:19 GMT
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unrendered wolverine

Subject: More models by me - inside!
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:16:47 GMT
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im not sure about the tank are you making it from scrach of a pic?

Subject: More models by me - inside!
Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:17:30 GMT
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ah ill let u know tommorow.

Subject: More models by me - inside!
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:18:17 GMT
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about what the gun or the tank?

Subject: More models by me - inside!
Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:19:10 GMT
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ill let u know aobut the gun tommora

Subject: More models by me - inside!

Posted by [Infinint](#) on Sun, 06 Jul 2003 08:21:23 GMT

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i see hmm if you where to make the behind the turret have more segs with wise then you could make it look more like that
right now it looks kida weid just curving like that

Subject: More models by me - inside!

Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:24:26 GMT

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ahh form the side

Subject: More models by me - inside!

Posted by [Infinint](#) on Sun, 06 Jul 2003 08:27:18 GMT

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ohhh i see now comparing yours has a curve to it in the back
the only other think that make it look weird can be fixed with textruing and that would be the shocks on the weels it looks great

Subject: More models by me - inside!

Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:28:16 GMT

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there is no textureing....

and i found few fault in it, like the turret needs to be a bit longer, the little part on fornt of body needs ot bit more pointed, the wheel at the front of the treadi s actualy spiked. and other stuff

Subject: More models by me - inside!

Posted by [Infinint](#) on Sun, 06 Jul 2003 08:30:59 GMT

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i know but when you do texture it texture the shocks like thay did on the recon bike its just a box but with the spring and the other than spring color is transparent

Subject: More models by me - inside!

Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 08:33:11 GMT

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this wont be in renegade so i can add as much poly as i want
i will replace that stuff with wot it actually should look like, everything will be done tommorow.

Subject: More models by me - inside!
Posted by [Infinint](#) on Sun, 06 Jul 2003 08:33:31 GMT
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well i must go now you can tell me about the gun on wednesday

Subject: Re: More models by me - inside!
Posted by [Sir Phoenixx](#) on Sun, 06 Jul 2003 13:24:55 GMT
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PsycoArmySkyline

M2

Wolverine

Ok, first my opinion...

They suck. They're quite terrible. (Unless you are and have said you are new to modeling and just started less than a week ago, than it would say "They're not that bad, at least they kind of resemble what they were modeled after.")

You should search google and this forum for modeling tutorials, faqs, etc., they're needed.

Now, the advice.

When you show off your model (Rendered, or using the Print Screen button), select all of your objects in the scene, apply the "Smooth" modifier, by default it shows them flat shaded. Use this to show them off, it shows all of the detail.

When you model try to find a straight picture from the left/right of the object to put as the background in the viewport (alt+b), and get a couple pictures in your image editor so you can alt-tab back and forth to compare the looks.

You're missing the bolt/empty shell ejection port/iron sights/detail/etc. on the rifle.

And if you put an image (like that tank picture you showed above) as the background of the tank model, you can make it look like the tank in that picture. (And those "bumps" that you modeled on the sides of that tank are completely unnecessary, that can be done in the skin without actually modeling the bumps.)

Subject: More models by me - inside!

Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 14:32:59 GMT

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I'm sorry that the best render i could come up with. I dont have a good connection to download a good rendering system, nore the mone to buy one because im poor. Im sorry its not to your standards.

May i ask how old you are by the way?

and strangly, i like ACK better than u...

and 4 years experience modeling eh? i havent even been modelling half a year, and im learning skinning as well, unlike u, so you can go suk ACKs fuking balls.

Subject: More models by me - inside!

Posted by [Sir Phoenixx](#) on Sun, 06 Jul 2003 15:47:55 GMT

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PsycoArmy! I'm sorry that the best render i could come up with. I dont have a good connection to download a good rendering system, nore the mone to buy one because im poor. Im sorry its not to your standards.

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and 4 years experience modeling eh? i havent even been modelling half a year, and im learning skinning as well, unlike u, so you can go suk ACKs fuking balls.

I never said anything about the renders being bad, it's those models that are. Those were rendered in 3dsmax right? Not too poor to have a \$3000+ program?

18 (March 20, 1985)

No, I'm not learning how to skin, that's because... I ALREADY KNOW HOW TO SKIN dumbass.

Subject: More models by me - inside!

Posted by [Imdgr8one](#) on Sun, 06 Jul 2003 17:22:35 GMT

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Honestly Phsycoarmy, why would you go off on easily one of the best modelors that renegade has?

Subject: More models by me - inside!

Posted by [SomeRhino](#) on Sun, 06 Jul 2003 18:39:23 GMT

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Textures, textures, textures.

Subject: More models by me - inside!

Posted by [Skier222](#) on Sun, 06 Jul 2003 19:53:30 GMT

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PsycoArmy u do realize that he is just trying to help?

Sir Phoenixx has been modeling alot longer then u have and he knows how to make things look good, so just listen and do. dont be a little child.

Subject: More models by me - inside!

Posted by [PsycoArmy](#) on Mon, 07 Jul 2003 12:04:16 GMT

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yes the y it was so fun saying it , jk, it was 1 am in morning, not my time of night to talk, i shouldnt have even been on net at that time sorry.

and i dont have 3ds max, its right hemosphere - deep exploration (free sofeware) i found it on the computer one day, not sure where it came from. sadly gmax is the only 3d modeling program i have.

also i have the right to be and act liek a child

Subject: could u.....?

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 12:35:34 GMT

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i would like to see some perfectly rendered models then pyscho

Subject: More models by me - inside!

Posted by [PsycoArmy](#) on Mon, 07 Jul 2003 17:29:54 GMT

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I personally think i did a pretty accurate model of the m10, seriously who gives a shit about how i present it or renders. also i already metioned all the fault in the m10, that is wot i was mainly trying to show off in this post.
