Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by pulverizer on Sun, 06 Jul 2003 15:47:55 GMT
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well, I'm not a good modeler, but I've made a usa barracks.
any suggestions?

http://home.planet.nl/~kuste389/barracks1.jpg

http://home.planet.nl/~kuste389/barracks2.jpg

http://home.planet.nl/~kuste389/barracks3.jpg

I need to make a fence around it, can someone help me with that? I don't know how to make that.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Sir Phoenixx on Sun, 06 Jul 2003 15:55:09 GMT
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Hmmm, looks pretty good. You could do some attaching/uniting on the buildings.

What do the insides look like?

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Titan1x77 on Sun, 06 Jul 2003 19:53:56 GMT
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Looks Good!!

Youll need a fence surrounding it...i could help you with that....youll just need to place a single polygon side around each side of the barricks...then use the fence texture with an alphablend

If you texture the model...send it to me and I'll apply the fence texture.

Youll need top place post's and some barb wire upon the fence aswell

---

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by asdfg195 on Sun, 06 Jul 2003 20:01:45 GMT
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Looks like a great model to me. Good job.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by YSLMuffins on Mon, 07 Jul 2003 02:00:49 GMT
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That's really good--I look forward to the texture job and the interior...

And man, you've got A LOT of stuff in your taskbar.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by mike9292 on Mon, 07 Jul 2003 02:48:26 GMT
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looks very good

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Titan1x77 on Mon, 07 Jul 2003 05:27:20 GMT
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Any interior yet?

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Aurora on Mon, 07 Jul 2003 06:34:48 GMT
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Looking good so far.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by pulverizer on Mon, 07 Jul 2003 08:13:58 GMT
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  I'm glad you guy's like it
It has no interior yet.
I'll make it as soon as possible.
I'm gonna try to get the genegade site back online, the host has some problems.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Hossinfeffa on Mon, 07 Jul 2003 22:06:23 GMT
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Looks exellent so far You should consider making the USA power plant and war factory.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by pulverizer on Tue, 08 Jul 2003 15:31:10 GMT
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Quote:Looks exellent so far You should consider making the USA power plant and war factory.

yeah, I have a mod called "genegade: operation free fall". it's a generals mod for renegade, so.. almost every building, vehicle and infantry are going to be in it

---

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Titan1x77 on Tue, 08 Jul 2003 23:59:06 GMT
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Finished the fence for ya....the .3ds you sent me was hard to zoom into using ren-x...it kind of disappeared when i got inclose....not sure but i lined up the fence the best i could...seems like it came out perfect to the generals model...i even added the top of the fence..whcih the generals model didnt have...i can take it off if you want it true to the original model

posted the screen here

http://invisionfree.com/forums/Renegade_Deathmatch/index.php?showtopic=17

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Madtone on Wed, 09 Jul 2003 00:02:36 GMT
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lol, isn't that my fence from my model on ModX??

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Sir Phoenixx on Wed, 09 Jul 2003 00:08:54 GMT
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Titan1x77Finished the fence for ya....the .3ds you sent me was hard to zoom into using ren-x...it kind of disappeared when i got inclose....

It does that because the object was modeled very small or scaled down. Enlarge the object alot and zoom in, you'll notice that it doesn't do that anymore.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Titan1x77 on Wed, 09 Jul 2003 10:46:31 GMT
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Thank you sir..

and no Madtone thats a texture from the WW texture pack.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by pulverizer on Wed, 09 Jul 2003 11:31:55 GMT
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sorry titan, I've forgot to tell you that. but when you want to import a 3ds into renX, there pop-ups a "menu". you must UNCHECK "Convert Units".

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Ugauga01 on Fri, 11 Jul 2003 17:09:02 GMT
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The USA Power Plant was done by me.

Here are 2 Screens.
One of the USA PowerPlant and the other one is from the promised Ingame Screen of the GLA-Rocketbuggy.

http://mitglied.lycos.de/ugauga02tsd/usa-kraftwerk.JPG
http://mitglied.lycos.de/ugauga02tsd/buggys.JPG

have too much Polys.

Subject: !!!!!!
Posted by Lynqoid on Fri, 11 Jul 2003 22:00:09 GMT
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i love that gla rocket buggy, they are quick, long ranged and wicked lol! go the gla buggy!

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Sir Phoenixx on Sat, 12 Jul 2003 12:32:09 GMT
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have too much Polys.

LOL!!! Just pathetic.

Isn't it enough that you've turned 3 other threads into "flame wars" over the same thing.

Most normal people would learn from their mistakes, and try to better themselves, you are a special case. It had nothing at all to do with FPS, game speed, computer power, etc.

You still don't know how games work, and how to model properly (among a VAST list of other things). A cylinder doesn't need to have 20 plus sides to appear round in game, you would barely beable to tell the difference between a small cylinder with around 10 sides apart from another small cylinder with 20 sides when rendered in game if they were given the best skin. The skin gives it the illusion that it's round. What's even worse, you gave the axel and shocks, which aren't visible at all ever (unless you crouch and get right up against the vehicle), the same number of unnecessary sides.

Something as SIMPLE as a buggy shouldn't be in the neighborhood of 3500 polygons. Just because you can get away with an unnecessarily large polygon count, for something so damn simple, doesn't justify it.

Instead of stalking me and trying to start something with me in every thread you can find that I've posted in, you could be learning how to make better models.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by pulverizer on Sat, 12 Jul 2003 12:47:52 GMT
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hmm.. maybe we can add control rods on the top of the powerplant.
and does it has an interior?

and yeah, the buggy must have less polys, 3500 is a bit much, I mean, what if 5 or 6 people buy a buggy?????????

Quote:The skin gives it the illusion that it's round. What's even worse, you gave the axel and shocks, which aren't visible at all ever (unless you crouch and get right up against the vehicle), the same number of unnecessary sides.

yup

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Ugauga01 on Sat, 12 Jul 2003 16:11:59 GMT
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I told in another Thread that i subtract sides from the Buggy. Now it has 2200 Polys......

@Slayer:
What are "rods" in german???
On that Screen you see 8 Buggys (the maximum).
I drove with 1 Bugggy round the others and the FPS was ca 40.
So you must now know that this is a Problem

one....

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by pulverizer on Sat, 12 Jul 2003 16:22:24 GMT
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Quote:What are "rods" in german???

ummm...I have no idea lol. I'm dutch, not german.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Sir Phoenixx on Sat, 12 Jul 2003 16:57:54 GMT
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I told in another Thread that i subtract sides from the Buggy. Now it has 2200 Polys......

Lol... You're the one who followed me around in these threads and started flaming me in 4 seperate threads. I haven't even said anything to you or about in this thread before you replied, you just tried to start something in your previous reply. Just another futile attempt to turn the blame on me.

Now this is funny, you fail to reply to the thread in which the discussion about the buggy originated in with the "better" (barely, still a waste of polygons for a model so simple) polygon count and I

your keyboard, or are you not intelligent enough to use them?

The powerplant? From that render it's alright. Take a screenshot of the mesh so we can get a real look at it.

hates another one....
Than why don't you stop following me around on this board starting these "flame wars", and grow

---

up?

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Dante on Sat, 12 Jul 2003 19:50:08 GMT
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have too much Polys.

LOL!!! Just pathetic.

Isn't it enough that you've turned 3 other threads into "flame wars" over the same thing.

Most normal people would learn from their mistakes, and try to better themselves, you are a special case. It had nothing at all to do with FPS, game speed, computer power, etc.

You still don't know how games work, and how to model properly (among a VAST list of other things). A cylinder doesn't need to have 20 plus sides to appear round in game, you would barely beable to tell the difference between a small cylinder with around 10 sides apart from another small cylinder with 20 sides when rendered in game if they were given the best skin. The skin gives it the illusion that it's round. What's even worse, you gave the axel and shocks, which aren't visible at all ever (unless you crouch and get right up against the vehicle), the same number of unnecessary sides.

Something as SIMPLE as a buggy shouldn't be in the neighborhood of 3500 polygons. Just because you can get away with an unnecessarily large polygon count, for something so damn simple, doesn't justify it.

Instead of stalking me and trying to start something with me in every thread you can find that I've posted in, you could be learning how to make better models.

each Renegade vehicle was "slotted" 1000 polys for best performance, each Generals vehicle was "slotted" 300-400 polys, it is quite obvious he did a direct import, resized, boned, and put it in game.

quite simply, you CAN put some poly's on the thing, im not going to play something that looks like a cartoon with 300 polys, hell, my guy running around has more polys than that.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Ugauga01 on Sat, 12 Jul 2003 19:51:56 GMT
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YOU WANT TO START THE FLAMES!!!!!!!!
You said "are you not intelligent enough to..."

Why do you call me that????

And i asked you to post in freedom and you say i would follow you in other boards to start flames.

And i will not post a Gmax Screen of the PowerPlant because you start the flame again.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Dante on Sat, 12 Jul 2003 19:57:13 GMT
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hmmm, you put all your poly's in the rocket tubes and tires...

j00 need to fix that.

put them in the body.

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Infinint on Sat, 12 Jul 2003 20:28:41 GMT
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before every one starts flamming i just want to say im glad to see a mod for renegade that acctully has buildings that look like thay do in modern day battel feilds

---

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Ugauga01 on Sat, 12 Jul 2003 21:57:00 GMT
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Hmm.
@ Dante:

is a very big asshole.

the W3D.big and opened it with the W3D Viewer.
Than I activated Wireframe-Mode and started to model it.

Why should I put the polys into the body??

that the hardware-requirements are not too high.
But it is not a perfect conversation then.

If you have ICQ please contact me. My nummer is 155913639

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Sir Phoenixx on Sat, 12 Jul 2003 23:02:37 GMT
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Ugauga01YOU WANT TO START THE FLAMES!!!!!!!!
You said "are you not intelligent enough to..."
Why do you call me that????

LOL... Now how can I "start the flames" when you have all ready started flaming me in your previous post? It was a choice, you picked that.

Ugauga01

I never wrote that letter stupid, I copied/pasted what you said into the post.

Ugauga01And i asked you to post in freedom and you say i would follow you in other boards to

You came into 3 threads recently that I've posted in ONLY to flame me.

Ugauga01And i will not post a Gmax Screen of the PowerPlant because you start the flame again.
LOL, Like I care at all?

Ugauga01Hmm.
@ Dante:

is a very big asshole.

What? Who said anything at all about teaching you? You are one very pathetic little child, I have never said that I was or am going to teach you. Why would I want to teach some immature hopeless child that cannot learn?

Ugauga01If you have ICQ please contact me. My nummer is 155913639

Again, Why would I want to contact you?

Subject: ...
Posted by Lynqoid on Sat, 12 Jul 2003 23:05:42 GMT
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good to see every1's getting along

Subject: genegade--> usa barracks model, usa powerplant and gla bu
Posted by Ugauga01 on Sat, 12 Jul 2003 23:46:19 GMT
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