
Subject: My First Go At Vehicle Modelling
Posted by [Sanada78](#) on Tue, 24 Feb 2004 19:27:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I thought I'd give vehicle modeling a try. I've always wanted to model a tank or something for sometime. I'd decided to try and do a vehicle base of the Mammoth Tank since it's my favorite vehicle. I didn't want to base it of any concept art, just thinking it up as I go, adding to the Mammoth Tank design.

Here's a pic of it as I thought I'd show everyone how far I've got. I've used way too many polygons (going into the 6000+).

<http://www.n00bstories.com/image.fetch.php?id=1306136467>

I'm not really intending it to go in the game or texture it so I thought I might as well go nuts. I've still got some stuff to add, like mounted cannons on top of the barrels.

Subject: My First Go At Vehicle Modelling
Posted by [Sir Phoenixx](#) on Tue, 24 Feb 2004 20:50:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

It actually looks pretty good.

Modeling the indentations where the rockets are in the rocket pods was unnecessary, you can cut hundreds maybe even a thousand polygons by removing those indentations. Also, modeling the inside of the barrels were unnecessary, removing the insides and closing them up will save a bunch of polygons. Removing the segments on the machine gun's barrels will save a bunch of polygons also. You can save even more polygons by going around the model and deleting the faces that aren't visible, like the ends of the barrels, and other parts that are inside the tank. Also, go around the model and combine unnecessary polygons together.

Subject: My First Go At Vehicle Modelling
Posted by [Oblivion165](#) on Tue, 24 Feb 2004 21:02:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

plus its just the mammoth tank, modded a little

Subject: My First Go At Vehicle Modelling
Posted by [Sanada78](#) on Tue, 24 Feb 2004 21:03:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the advice.

I think I'm going to finish it off as it is, then copy it and optimizing it like you suggested by removing

unnecessary polygons. I'll basically just have two different versions. I just want to keep a higher detailed one too.

EDIT: I actually created it from scratch. It just looks quite like the original Renegade one.

Subject: My First Go At Vehicle Modelling
Posted by [Havoc TE](#) on Tue, 24 Feb 2004 21:57:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should make the barrels longer. However I would love for that thing to be put in Renegade with a skin... if it is not for a mod. It seem like all the coolest models are for some mod that never get released.

Subject: My First Go At Vehicle Modelling
Posted by [IRON FART](#) on Tue, 24 Feb 2004 23:43:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think its fine. Only make the front turrets a little more cylandrical, and make the rocket things on the sides a tiny little bit larger.

Subject: My First Go At Vehicle Modelling
Posted by [tooncy](#) on Wed, 25 Feb 2004 01:15:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow! That model looks great!
