
Subject: almost complete... opinions please

Posted by [Anonymous](#) on Tue, 31 Dec 2002 15:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I used a galvanized metal texture with a chrome whitewash for the main parts. The cylinders were done with a black steel texture and a gloss modifier. The model was done in Maya 4.0.1, exported to 3ds max 4.2, textured with Deep Paint 3d, and rendered using a plain black background with a ambient light modifier to enhance the metallic and gloss effects of the textures. After running through the optimizer once again, I have dropped the polys down to 1200 and have achieved no visual quality loss. Still too much for it, I am currently reworking the model and have a total of 200 polys at about 60% complete. [December 31, 2002, 15:30: Message edited by: Khaldor]
