
Subject: Re: RenAlert weapon update: Colt .45
Posted by [Sir Phoenixx](#) on Sat, 10 Sep 2005 11:16:27 GMT
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Image plating? It's called modeling. Using references is what you're supposed to do... with everything. People, weapons, vehicles, pretty much anything complex, real or of your own design. You're supposed to either find references from enough angles and one from the side to put in the background, or draw them up.

There is "image based" modeling, where you start with the texture, then do the model. If you're going to do a door, you'd make a box, put a photo of a door on it, and model and add stuff to this box to form the protrusions and other parts. When you're done modeling this way the object you made is already textured.
