Subject: Re: ma 3D building xD
Posted by neosowmas on Wed, 07 Mar 2007 16:17:49 GMT
View Forum Message <> Reply to Message

all i do is, i get a screenshot of the building in the game, then i start moddeling, whats important to know is that you know how to change the objects, and that you know what youll have after you changed it.

i did the wall segments by taking a box, made the upper area smaller, and then chamfered it to give it a round top

for the sandbags i just took a cylinder with fur sides, flatten it up on top and bottom, and then used tesselate.

the end segment was a bit harder but basically its just a box where i used extrude to give it its shape and size, i cut in the corners with boolean and the thing on top is a hemisphere =)