Subject: Renegade Alert Iron Curtain
Posted by Sir Phoenixx on Fri, 27 Feb 2004 20:55:05 GMT
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Quote:I just still cannot understand what took 6 hours to make that!?! Did you draw every single poly???

Let's see.. Creating the ball, tracing the ball accurately to create the rings(with a box and extruding it, or with a tube with the correct sides, or whatever he used), creating the supports to look right, creating the boxes/tubes for the base, combining everything, welding vertices, poly cutting, and other misc. things, then UVW mapping the building, arranging all of the parts of the UVW map, than creating the texture BY HAND (not cutting/pasting pixelated images like you to create a skin), applying this texture and than taking it all into gmax/whatever to add the pulsating effects and shinyness etc.

(and maybe some more time to go back and do some modifications because a part doesn't look right, etc.)

Quote:Actually, even in ACK's first screenshot has the sphere a black color. If you have a screenshot of it red, pink, whatever, then that would prove it.

and...