
Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Tue, 15 Jun 2004 12:03:34 GMT

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BASIC CHARACTER MODEL TUTORIAL:

<http://renhelp.co.uk/?tut=47>

For the first tutorial I almost have done is a tutotrial on making a very basic character model.

Second I have planned is low poly head modelling.

Then if that is finished i'll do other misc tutorials on anything i know that isn't already done.

If you wish to see these from me post support .

The first model I have made just for the tutorial. 10.2 minutes to model (with taknig screens).

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Wed, 16 Jun 2004 10:08:05 GMT

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Don't want any tutorials?

I completed the first one, but you don't want it?

Heres a model I just started using the method in the tutorial.

Subject: Tutorials by me?

Posted by [htmlgod](#) on Wed, 16 Jun 2004 11:03:30 GMT

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Sure, everyone likes a well-made tutorial.

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Wed, 16 Jun 2004 12:42:39 GMT

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Well at the moment it's 1130 words with like 18 pretty pictures. My editor will cut it down probably.

Subject: Tutorials by me?

Posted by [Brutus](#) on Wed, 16 Jun 2004 21:02:31 GMT

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Post them, post them!

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Fri, 18 Jun 2004 09:12:44 GMT

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It should be on ren help soon hopefully.

Subject: Tutorials by me?

Posted by [NeoX](#) on Fri, 18 Jun 2004 16:13:13 GMT

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I WOULD LOVE THE TUT

Subject: Tutorials by me?

Posted by [BabyCatjuhh](#) on Sat, 19 Jun 2004 07:28:05 GMT

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Me too!

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Tue, 22 Jun 2004 12:57:26 GMT

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http://www.boomspeed.com/psycoarmy2/plane_modelling1.htm

Tell me if anything doesnt make sense, i havent read thourgh the edited version so im not sure if there anything that mgiht not make sense. Ill fix the image that is missing.

Subject: Tutorials by me?

Posted by [BabyCatjuhh](#) on Thu, 24 Jun 2004 12:19:45 GMT

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PsycoArmyhttp://www.boomspeed.com/psycoarmy2/plane_modelling1.htm

Tell me if anything doesnt make sense, i havent read thourgh the edited version so im not sure if there anything that mgiht not make sense. Ill fix the image that is missing.

Are you going to do a tutorial about skinning the models too? And a tutorial how to make this?

Subject: Tutorials by me?

Posted by [spreegem](#) on Thu, 24 Jun 2004 12:48:59 GMT

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Yes, a tutorial for texturing the models please![/b]

Subject: Tutorials by me?

Posted by [Madtone](#) on Thu, 24 Jun 2004 12:57:15 GMT

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Thats the easy part

Subject: Tutorials by me?

Posted by [Cept](#) on Thu, 24 Jun 2004 16:11:23 GMT

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MadtoneThats the easy part

hes actually right its far harder to do a good character model than to do a texture... at least thats my opinion

Subject: Tutorials by me?

Posted by [Toolstyle](#) on Thu, 24 Jun 2004 17:40:09 GMT

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Quote:Yes, a tutorial for texturing the models please!

What's the point? Texture and Skin are the same thing, it's just easier to tell the difference if you say Skin for charactures and Textures for everything else.

Anyway, please make some good tutorials, that would be cool

Subject: Tutorials by me?

Posted by [Spice](#) on Thu, 24 Jun 2004 21:55:27 GMT

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ToolstyleQuote:Yes, a tutorial for texturing the models please!

What's the point? Texture and Skin are the same thing, it's just easier to tell the difference if you say Skin for charactures and Textures for everything else.

Anyway, please make some good tutorials, that would be cool

My definition of a 3D skin , is a edited texture map. Such as camo over the flame trooper. Simply Edited.

Subject: Tutorials by me?

Posted by [NeoX](#) on Thu, 24 Jun 2004 22:36:08 GMT

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I can do i texturing tutorial if i have a model to texture...thats unwrapped

Subject: Tutorials by me?

Posted by [NeoX](#) on Thu, 24 Jun 2004 22:37:32 GMT

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BabyCatjuhPsycoArmyhttp://www.boomspeed.com/psycoarmy2/plane_modelling1.htm

Tell me if anything doesnt make sense, i havent read thugh the edited version so im not sure if there anything that mgiht not make sense. Ill fix the image that is missing.

Are you going to do a tutorial about skinning the models too? And a tutorial how to make this?

same method as the tutorial just follow differnt references.

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Fri, 25 Jun 2004 11:48:48 GMT

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Yes texturing is very important part of low poly models. Thats why im not very suited to model characters for mods or anything. The tutorial in on renhelp now. I could do a tutorial on uvw mapping though, but isnt that already done?

Subject: Tutorials by me?

Posted by [Deactivated](#) on Fri, 25 Jun 2004 12:09:21 GMT

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PsycoArmyl could do a tutorial on uvw mapping though, but isnt that already done?

Yes, but it is a bit confusing.

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Fri, 25 Jun 2004 13:13:51 GMT

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Mine probably would be too.

Subject: Tutorials by me?

Posted by [NeoX](#) on Fri, 25 Jun 2004 18:50:09 GMT

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I would like you to do one please. then ill do one on texturing.

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Sun, 27 Jun 2004 10:07:13 GMT

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Or we could do one together on uvw mapping and skinning

I make the uvw map for a chracter and you texture it.

Subject: Tutorials by me?

Posted by [NeoX](#) on Sun, 27 Jun 2004 20:42:41 GMT

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Ok deal contact me on msn.

Subject: Tutorials by me?

Posted by [OnfireUK](#) on Mon, 28 Jun 2004 08:15:47 GMT

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That tutorial is really cool man...

Any chance of building modelling tutorials in the near future

I cant seem to find one

Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Mon, 28 Jun 2004 10:58:28 GMT

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Give me some concept...
