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Subject: P90

Posted by [Dan](#) on Mon, 23 Aug 2004 10:55:02 GMT

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After seeing Demolition Man make his MLRS model, I decided to try out modelling and came up with this P90 SMG:

The picture I used as reference to the gun is [Here](#)

And the picture I used as reference to the torch/scope/laser is [Here](#)

It's poly count is 3149 (with everything) and 2235 (with just the gun and clip) I made it in RenX/Gmax

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Subject: P90

Posted by [WNxCABAL](#) on Mon, 23 Aug 2004 11:03:35 GMT

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are you new to making weapon models?  
if its a sorta first attempt, I like it

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Subject: P90

Posted by [Dan](#) on Mon, 23 Aug 2004 11:23:10 GMT

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Well... I've never tried to make a model before like that, but I've known how to use Gmax for about a year because I've been making maps & stuff so I know how to model terrain, but not really guns/tanks etc.

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Subject: P90

Posted by [Sir Phoenixx](#) on Mon, 23 Aug 2004 12:44:49 GMT

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Looks alright, but very messy, looks like you need to go through there and clean up some. Also, compared to the reference with the attachments, that part of the gun where all of that stuff is attached to, just above the magazine, is way too large, it's probably about twice as tall as it should be, the foward edge of the same part should be pretty much flat, just angled back slightly, instead of slopping like that, but it looks fine compared to the bb gun. The laser should be aligned with the

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foward edge, maybe slightly in front of it.

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Subject: P90

Posted by [sniper12345](#) on Mon, 23 Aug 2004 13:01:21 GMT

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The handle is too tall?

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Subject: P90

Posted by [gendres](#) on Mon, 23 Aug 2004 13:56:58 GMT

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Really good for a first gun model

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Subject: P90

Posted by [cowmisfit](#) on Mon, 23 Aug 2004 14:11:03 GMT

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Thats awsome great work dude

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Subject: P90

Posted by [Dan](#) on Mon, 23 Aug 2004 14:26:20 GMT

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Oh right, it was a BB gun... I was looking for a pic which had that sort of angle on it so I chose that one. I'll make the changes.

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Subject: P90

Posted by [Madtone](#) on Mon, 23 Aug 2004 15:11:18 GMT

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Not bad, if you want a \*proper\* refrence you can take a look at one of our modders over at Nova Studios, <http://www.nova-studios.com/forums/showthread.php?t=679>

He has just finished it off and is a great model to refrence

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Subject: P90

Posted by [Dan](#) on Mon, 23 Aug 2004 15:15:50 GMT

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[Removed].

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Subject: P90

Posted by [Hav0c](#) on Mon, 23 Aug 2004 15:23:38 GMT

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MadtoneThis isn't yours... From looking at this you sure know maimers site and his recent P90 model

Lies.

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Subject: P90

Posted by [Pendullum](#) on Mon, 23 Aug 2004 19:13:22 GMT

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it seems theres been some post editing here... :rolleyes:

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Subject: P90

Posted by [cheesesoda](#) on Mon, 23 Aug 2004 19:44:16 GMT

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Pendullumit seems theres been some post editing here... :rolleyes:  
I wouldn't have noticed that if you didn't point that out.

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Subject: P90

Posted by [Spice](#) on Mon, 23 Aug 2004 20:23:56 GMT

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Heh better than my first weapon model. Looks good and could us some cleaning up. Also try the facets + Highlights perspective , it wont give it that messy shadowed look. Also try making all the peices one color. That always looks better.

Its very good ro your first weapon model.

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Subject: P90

Posted by [Dan](#) on Mon, 23 Aug 2004 21:03:11 GMT

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Thanks for the tips, Sir Phoenixx/Exdeath. I'll do the changes and post the new pictures.

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Subject: P90

Posted by [Havoc 89](#) on Mon, 23 Aug 2004 21:34:36 GMT

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that is pretty damn messy, i cant tell what the heck what. I made mine a while ago, its very inaccurate but is very high detailed, i am gonna remodel it.

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Subject: P90

Posted by [WNxCABAL](#) on Mon, 23 Aug 2004 22:03:45 GMT

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DanWell... I've never tried to make a model before like that, but I've known how to use Gmax for about a year because I've been making maps & stuff so I know how to model terrain, but not really guns/tanks etc.

Well, for a first time weapon, hats off to ya, congrats,  
the only thing you can do now is improve as nobodies first model is the 1337!

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Subject: P90

Posted by [NeoX](#) on Tue, 24 Aug 2004 00:00:25 GMT

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Havoc 89that is pretty damn messy, i cant tell what the heck what. I made mine a while ago, its very inaccurate but is very high detailed, i am gonna remodel it.

\*Orgasims\*

\*Falls over\*

wow thats awesome man you are gonna go far with your skills.

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Subject: P90

Posted by [cowmisfit](#) on Tue, 24 Aug 2004 00:18:58 GMT

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Havoc 89that is pretty damn messy, i cant tell what the heck what. I made mine a while ago, its very inaccurate but is very high detailed, i am gonna remodel it.

If you / I skinned taht would it be usable in CS???? or even as a CS:S Model when it comes out?

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Subject: P90

Posted by [Havoc 89](#) on Tue, 24 Aug 2004 00:58:27 GMT

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nope, The poly on that in triangles is at 30K and in quads it is about 16K.

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Subject: P90

Posted by [SuperFlyingEngi](#) on Tue, 24 Aug 2004 00:59:03 GMT

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At 30,000 polys, I don't think so...

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Subject: P90

Posted by [Havoc 89](#) on Tue, 24 Aug 2004 00:59:56 GMT

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why not?

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Subject: P90

Posted by [SuperFlyingEngi](#) on Tue, 24 Aug 2004 01:10:23 GMT

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Havoc 89I have been trying to model high poly models lately, its not done but im gonna remodel it cuz i dont think games will ever reach polys for guns at 30000 so well ill just show you what it looks like.

By the way, that is an awesome model. Keep up the awesome work!

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Subject: P90

Posted by [Sir Phoenixx](#) on Tue, 24 Aug 2004 02:21:49 GMT

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Havoc 89why not?

Think about it, a 30,000 polygon weapon model, in Counter Strike. That's probably higher then the polygon count for a Counter Strike map.

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Subject: P90

Posted by [Havoc 89](#) on Tue, 24 Aug 2004 02:24:06 GMT

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Sir PhoenixxHavoc 89why not?

Think about it, a 30,000 polygon weapon model, in Counter Strike. That's probably higher then the polygon count for a Counter Strike map.

Oh he ment it that way, i thought he ment that its not 30K poly.

My bad

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Subject: P90

Posted by [Dan](#) on Tue, 24 Aug 2004 06:13:53 GMT

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Does anyone know a way of getting rid of/avoiding shadows while keeping it smooth? The only way I know of that creates shadows is when an edge goes over a vertice.

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Subject: P90

Posted by [Havoc 89](#) on Tue, 24 Aug 2004 06:52:17 GMT

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if you are using 3ds Max, than make a plane (not required btw) on the bottem of the gun, than goto the creat tab, and sub tab lights, make a Skylight. Click "9" without the quotes, and goto the drop down menu and select Light Tracer. That should make renders like the render i made for my P90. but if your using Gmax than i have no idea.

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Subject: P90

Posted by [cowmisfit](#) on Wed, 25 Aug 2004 12:58:25 GMT

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Sir PhoenixxHavoc 89why not?

Think about it, a 30,000 polygon weapon model, in Counter Strike. That's probably higher then the polygon count for a Counter Strike map.

Ya, but what about When Half-Life 2 and Counter-Strike Source full come out???

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Subject: P90

Posted by [Sir Phoenixx](#) on Wed, 25 Aug 2004 13:34:01 GMT

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30,000 is still WAY too much for HL2. Their weapons are somewhere around 3,000-4,000.

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Subject: P90

Posted by [cowmisfit](#) on Wed, 25 Aug 2004 13:40:55 GMT

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interesting, learn something everyday thanks

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Subject: P90

Posted by [Havoc 89](#) on Sat, 28 Aug 2004 05:25:41 GMT

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cowmisfitCounter-Strike Source full come out???

What do you mean by "full comes out"? i didnt get that.

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Subject: P90

Posted by [NeoX](#) on Sat, 28 Aug 2004 05:52:28 GMT

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When its released to version 1 for the source engine.

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Subject: P90

Posted by [PiMuRho](#) on Sat, 28 Aug 2004 06:34:53 GMT

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about 2000 polys for weapon models.

around 7500 polys for player models.

the buggy seen in the HL2 videos is 12000 polys

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Subject: P90

Posted by [Slash0x](#) on Sat, 28 Aug 2004 09:10:02 GMT

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lol

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Subject: P90

Posted by [Spice](#) on Sat, 28 Aug 2004 18:04:43 GMT

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Bump , So where is our Fixed up render of the Model .

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