
Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Sun, 05 Sep 2004 09:27:34 GMT
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This model ant finished and ant ready to be skinned yet, still on the modelling part. Critz
Welcome!!!!!!!

Peace

Subject: Character : Elven Type
Posted by [Toolstyle](#) on Sun, 05 Sep 2004 09:33:28 GMT
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Apart from the straps on his/her shoes it looks good

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Sun, 05 Sep 2004 09:36:19 GMT
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Whats wrong with the things coming off the armoured boots?

You can't tell if its a male or female?

Subject: Character : Elven Type
Posted by [Toolstyle](#) on Sun, 05 Sep 2004 10:33:51 GMT
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Ok it's male, but I still don't like the straps they look weird, unless they'd flap around when he's running.

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Sun, 05 Sep 2004 10:50:58 GMT
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I was gonig to give this dude more of a steam-punk look.

Subject: Character : Elven Type
Posted by [Toolstyle](#) on Sun, 05 Sep 2004 11:06:01 GMT

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Brightly coloured hair and leather clothing kind of thing?

Subject: Character : Elven Type
Posted by [SuperFlyingEngi](#) on Sun, 05 Sep 2004 11:53:42 GMT
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The head's too big and shaped like a vase, and the abdominals are enormouse. Other than that, I really like the stylized look.

Subject: Character : Elven Type
Posted by [NeoX](#) on Sun, 05 Sep 2004 14:35:54 GMT
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Looks pretty good my friend keep it up.

Subject: Character : Elven Type
Posted by [icedog90](#) on Sun, 05 Sep 2004 16:15:15 GMT
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Still better than any character I can make, I can't even model characters.

Subject: Character : Elven Type
Posted by [bigejoe14](#) on Sun, 05 Sep 2004 17:53:22 GMT
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Legolas is teh hott!

Subject: Character : Elven Type
Posted by [Dante](#) on Sun, 05 Sep 2004 19:24:40 GMT
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SuperFlyingEngiThe head's too big and shaped like a vase, and the abdominals are enormouse. Other than that, I really like the stylized look.

its an elf... what do you want??

looks good, can't wait to see it done.

Subject: Character : Elven Type
Posted by [Slash0x](#) on Sun, 05 Sep 2004 20:58:24 GMT
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Thick'n the chest area and the pelvic area and length'n the legs a little. Looks like those death stick men. I'm just messing, but try out my suggestions...if it don't look good then forget them, lol. BTW, looks decent and does have potential.

Subject: Character : Elven Type
Posted by [DeathAX](#) on Sun, 05 Sep 2004 23:19:47 GMT
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That is Awsome. Nice job , How long did it take you to make and what is the polygon count?

Subject: Character : Elven Type
Posted by [icedog90](#) on Mon, 06 Sep 2004 02:03:05 GMT
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DeathAXwhat is the polygon count?

I was just about to ask.

Anyways, what's the polygon count?

Subject: Character : Elven Type
Posted by [Dishman](#) on Mon, 06 Sep 2004 04:27:08 GMT
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Nice job, I like the exagerrations of elvish characteristics.

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Mon, 06 Sep 2004 10:47:58 GMT
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This model will not be used for anything so I wasn't really following a poly count, i will give you one next time I look but I have not checked it yet so it could be pretty high, so i chave not gone to any trouble of minimizing it either.

I did this model over two days the head one day and the body the next. In total it wouldnt have been over 1 and a half hours.

When I say steam-punk I mean old technology styles mixed with some futuristic looks.

Cheers for replies, I will take all helpful replies into consideration.

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Mon, 06 Sep 2004 10:53:23 GMT
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SuperFlyingEngiThe head's too big and shaped like a vase, and the abdominals are enormous. Other than that, I really like the stylized look.

I actually did this on purpose, so I am very aware of unrealistic proportions. Cheers

Subject: Character : Elven Type
Posted by [pulverizer](#) on Mon, 06 Sep 2004 15:13:03 GMT
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it looks great. keep up the good work. btw, Are you going to skin it?

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Tue, 07 Sep 2004 09:22:23 GMT
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Yes I hope to skin it.

Here is a wire with a poly count.

Here is a closeup of the head.

Peace

Subject: Character : Elven Type
Posted by [Madtone](#) on Tue, 07 Sep 2004 09:48:25 GMT
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Bad head render, you'll have to re-render that.

Looks great though, only part I dislike is those extrudes from the shoes, like straps or something. They look out of place and look like they could snap off at any time.

Can't wait to see this guy skinned.

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Tue, 07 Sep 2004 10:19:56 GMT
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MadtoneBad head render, you'll have to re-render that.

Looks great though, only part i dislike is those extrudes from the shoes, like straps or something. They look out of place and looks like they could snap off at any time.

Can't wait to see this guy skinned.

Yes it is a very very bad render, I put some omni lights in pretty bad positions and used a quik render.

Seeing no one likes those things coming off of the feet I will probably replace them. Does anyone have any ideas of what to add to this model?

Subject: Character : Elven Type
Posted by [Madtone](#) on Tue, 07 Sep 2004 11:12:16 GMT
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A kevlar vest

lol

Subject: Character : Elven Type
Posted by [PsycoArmy](#) on Tue, 07 Sep 2004 11:40:16 GMT
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MadtoneA kevlar vest

lol

Yeh, I want to add a helmet as well bit I beleive it would look slightly weird with his head.
