
Subject: RA:APB Soviet Yak
Posted by [Sir Phoenixx](#) on Mon, 21 Feb 2005 20:50:23 GMT
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This is the model for the Soviet Yak, it's based on the Yakovlev Yak-9P. The Yak-9P is equipped with two 12.7mm machine guns on the fuselage above the engine, and a 23mm cannon in the nose.

Without the landing gear it's (currently) 2117, with the landing gear it's 3321 polygons.

Subject: RA:APB Soviet Yak
Posted by [Oblivion165](#) on Mon, 21 Feb 2005 20:59:49 GMT
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Nice, nice

I noticed you always use that blue.

Subject: RA:APB Soviet Yak
Posted by [Sir Phoenixx](#) on Mon, 21 Feb 2005 21:03:19 GMT
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Yeah, I'm just used to it. Plus, the color that I use doesn't matter since it's just the model, it has no effect on the model.

Subject: RA:APB Soviet Yak
Posted by [Vitaminous](#) on Mon, 21 Feb 2005 21:14:12 GMT
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I only have two words to describe it:
So hot.

Subject: RA:APB Soviet Yak
Posted by [Spice](#) on Mon, 21 Feb 2005 21:27:13 GMT
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Very nice looking , I can't wait to see it textured.

Subject: RA:APB Soviet Yak
Posted by [Renardin6](#) on Mon, 21 Feb 2005 21:29:31 GMT
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I like it

Subject: RA:APB Soviet Yak
Posted by [Renx](#) on Mon, 21 Feb 2005 22:08:18 GMT
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It is the very essence of sexy.

Subject: RA:APB Soviet Yak
Posted by [WNxCABAL](#) on Mon, 21 Feb 2005 22:36:37 GMT
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Not bad!
I'm a great MS: Flight Simulator Fan, and that is top notch job!

Just a quick question, say you have the 1337 machine with like a gig of ram, 3GHz Processor, 256mb 1337 ATI/GeForce... Comparing Source to w3d, 3321 polygons would cause quite a low FPS for alot of machines on w3d: Renegade, In Source, is this a standard polygon size and would you instantly see a performance difference with this amount of polygons?

C Ya

Andy

Subject: RA:APB Soviet Yak
Posted by [SuperFlyingEngi](#) on Mon, 21 Feb 2005 22:39:13 GMT
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Funky. But why are you using poly levels more reminiscent of the Renegade engine rather than Source amounts?

Subject: RA:APB Soviet Yak
Posted by [Aircraftkiller](#) on Mon, 21 Feb 2005 22:43:00 GMT
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Because adding polygons for the sake of it is pointless, being a professional artist is about optimizing what you make and keeping it as low as possible.

Vehicles in W3D that we made were around 2,000 to 3,000 polygons, with no noticable slowdowns at all.

Subject: RA:APB Soviet Yak
Posted by [rm5248](#) on Mon, 21 Feb 2005 22:56:40 GMT
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Looks sweet.

I haven't seen any pictures of Yaks, but that air intake looks a bit far back. I can't really tell though.

Subject: RA:APB Soviet Yak
Posted by [Naamloos](#) on Mon, 21 Feb 2005 23:04:39 GMT
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AircraftkillerVehicles in W3D that we made were around 2,000 to 3,000 polygons, with no noticable slowdowns at all.

It isn't the poly count that slows the game down on W3D, it's the textures...

When i play on lowest texture setting my FPS is beter then when running on a higher setting.

I wonder why that is...

Nice model btw, to bad i'll never get to play with it

Subject: RA:APB Soviet Yak
Posted by [Sir Phoenixx](#) on Mon, 21 Feb 2005 23:29:10 GMT
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SuperFlyingEngiFunky. But why are you using poly levels more reminiscent of the Renegade engine rather than Source amounts?

How exactly is 2000-3000 "reminiscent" of Renegade which uses models of about 1000?

Quote:I haven't seen any pictures of Yaks, but that air intake looks a bit far back. I can't really tell though.
Nope...

Subject: RA:APB Soviet Yak
Posted by [icedog90](#) on Mon, 21 Feb 2005 23:35:48 GMT
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Sehr gut...

Subject: RA:APB Soviet Yak
Posted by [Renardin6](#) on Tue, 22 Feb 2005 00:14:55 GMT
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<http://www.mediares.fr/niemen/yak9des.htm> for references.

It looks accurate to me.

Subject: RA:APB Soviet Yak
Posted by [Vitaminous](#) on Tue, 22 Feb 2005 00:52:02 GMT
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Magic words:

Renardin6It looks accurate to me.

Subject: RA:APB Soviet Yak
Posted by [Havoc 89](#) on Tue, 22 Feb 2005 01:11:06 GMT
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Good stuff. Really nice stuff.

I noticed some people are complaining about the poly count when really a 1000 poly model

wouldnt make much difference. 2 types of maps alone can make such a difference in appearance, and those are diffusion maps and bump map. Making high poly models for game is pretty pointless. You only model stuff that cannot be covered but any sort of map. secondly, your not gonna notice this stuff ingame when your out on the field against 50 other guys in all sorts of vehicles and on foot, you probubly will be having too much fun.

By the way, I wanted to ask you guys a question. Are you planning on modeling a cockpit aswell? or are you going to make the vehicles in a 3rd person view?

Subject: RA:APB Soviet Yak
Posted by [SuperFlyingEngi](#) on Tue, 22 Feb 2005 01:25:31 GMT
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Sir PhoenixxSuperFlyingEngiFunky. But why are you using poly levels more reminiscent of the Renegade engine rather than Source amounts?

How exactly is 2000-3000 "reminiscent" of Renegade which uses models of about 1000?

Just seems to me like more or less every Red Alert vehicle for Renegade had a poly count of about 2000.

Subject: RA:APB Soviet Yak
Posted by [YSLMuffins](#) on Tue, 22 Feb 2005 02:15:25 GMT
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Since Havoc mentioned third person, will there be a third person mode while on foot in the Source version?

Subject: RA:APB Soviet Yak
Posted by [icedog90](#) on Tue, 22 Feb 2005 03:28:23 GMT
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It's possible.

Subject: RA:APB Soviet Yak
Posted by [Vitaminous](#) on Tue, 22 Feb 2005 03:56:22 GMT
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It's possible, but why bother? It takes the pressure off your shoulders.

Subject: RA:APB Soviet Yak
Posted by [icedog90](#) on Tue, 22 Feb 2005 05:18:33 GMT
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I think 3rd person view is really good for a game that has massive battles... Such as Renegade. It makes it easier to see everything.

Now games like Counter-Strike/CS:S are meant for first person view. Adding 3rd person view to a game like that would just kill it.

Subject: RA:APB Soviet Yak
Posted by [Renx](#) on Tue, 22 Feb 2005 12:08:29 GMT
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YSLMuffinsSince Havoc mentioned third person, will there be a third person mode while on foot in the Source version?

Dante is working on getting 3rd person working. APB will use the dead6 engine, so...yes

Subject: RA:APB Soviet Yak
Posted by [Jecht](#) on Tue, 22 Feb 2005 12:21:35 GMT
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Nice work on the Yak, and that third person would be awesome. Cant wait for a playable version but I expect it to be a while before we are able to get that.

Subject: RA:APB Soviet Yak
Posted by [Deactivated](#) on Tue, 22 Feb 2005 15:07:16 GMT
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I assume the Yak will not have a visible cockpit?
It would be interesting to see your character climb inside the plane instead of teleporting.

Subject: RA:APB Soviet Yak
Posted by [Renardin6](#) on Tue, 22 Feb 2005 15:26:42 GMT
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interesting to wait before flying?? not fun I think.

Subject: RA:APB Soviet Yak

Posted by [Slash0x](#) on Tue, 22 Feb 2005 21:05:14 GMT

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RenxDante is working on getting 3rd person working. APB will use the dead6 engine, so...yes
Yeah, I saw those, those are great. I cannot wait to see what else is in store.

Hopefully this mod will blow other mods out of the water.
GO DANTE AND HIS 1337 MODDING TEAM!

EDIT: Maybe a quick animation where you lose control of your controls to see the animation of the person jumping into the aircraft. Would be pretty neat.

Subject: RA:APB Soviet Yak

Posted by [bigwig992](#) on Tue, 22 Feb 2005 21:20:07 GMT

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That's some good Yak.

Subject: RA:APB Soviet Yak

Posted by [PiMuRho](#) on Wed, 23 Feb 2005 07:07:56 GMT

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- Third person is easy to implement (I've seen it done already)

-Enter/exit animations are similarly easy to do

-Referring to the "dead 6 engine" is something of a misnomer...

Subject: RA:APB Soviet Yak

Posted by [R3dn3ck89](#) on Wed, 23 Feb 2005 15:33:33 GMT

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nice i really like it
