Subject: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Wed, 07 Sep 2005 20:26:16 GMT
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This is the new model for Tanya's Colt .45, otherwise known as the Colt M1911A1. She will carry two of these along with her C4 explosives. This is just to show off the model, it will be textured and posted soon, right after Darkblade does the Beretta.

Subject: Re: RenAlert weapon update: Colt .45
Posted by SuperFlyingEngi on Wed, 07 Sep 2005 21:02:59 GMT
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Darkblade's back?

By the way, nice model.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Wed, 07 Sep 2005 21:29:50 GMT
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Yep.
 http://dynamic.gamespy.com/~renalert/forum/index.php?showtop ic=6979&st=15

Subject: Re: RenAlert weapon update: Colt .45
Posted by Dave Mason on Wed, 07 Sep 2005 21:44:37 GMT
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Lookin' good. Nice job.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Jecht on Wed, 07 Sep 2005 22:07:11 GMT
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 http://www.libertyarms.net/images/Colt%2045%20Gold%20Cup.jpg

looks pretty darn close to me. Great job.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Thu, 08 Sep 2005 00:54:41 GMT
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Actually, that's a clone with a different design.

My referrence:

File Attachments
1) m1911a1_7.jpg, downloaded 937 times

Subject: Re: RenAlert weapon update: Colt .45
Posted by Jecht on Thu, 08 Sep 2005 00:57:13 GMT
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still looks damn close.

Subject: Re: RenAlert weapon update: Colt .45
Posted by icedog90 on Thu, 08 Sep 2005 06:16:38 GMT
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Darkblade is back? EXCELLENT NEWS.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Slash0x on Thu, 08 Sep 2005 18:10:15 GMT
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Looks great! Could you post some wireframes, please? I am thinking about breaking down and modelling a weapon and it would really help me know where to start. Thanks in advance.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Chronojam on Thu, 08 Sep 2005 18:20:20 GMT
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Contact Sir Phoenixx if you want a wireframe, but I don't promise he'll give you one =P

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Thu, 08 Sep 2005 18:26:48 GMT
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Yeah, sure I will. I'll make some renders of it with hard lighting and the wireframe from different angles here shortly.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Thu, 08 Sep 2005 20:04:41 GMT
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Here you go...
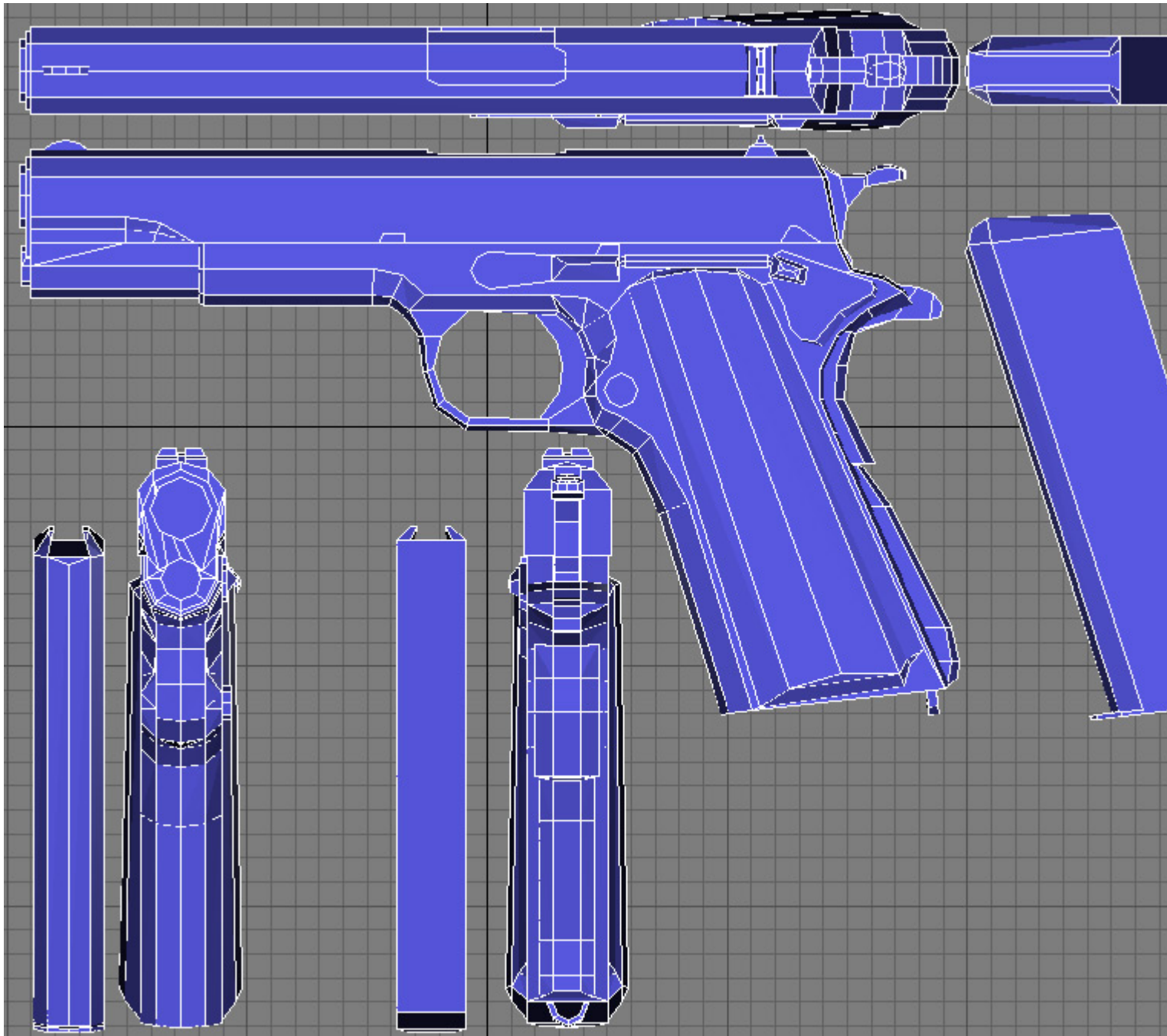This screenshot shows it from the top, left, front and back:

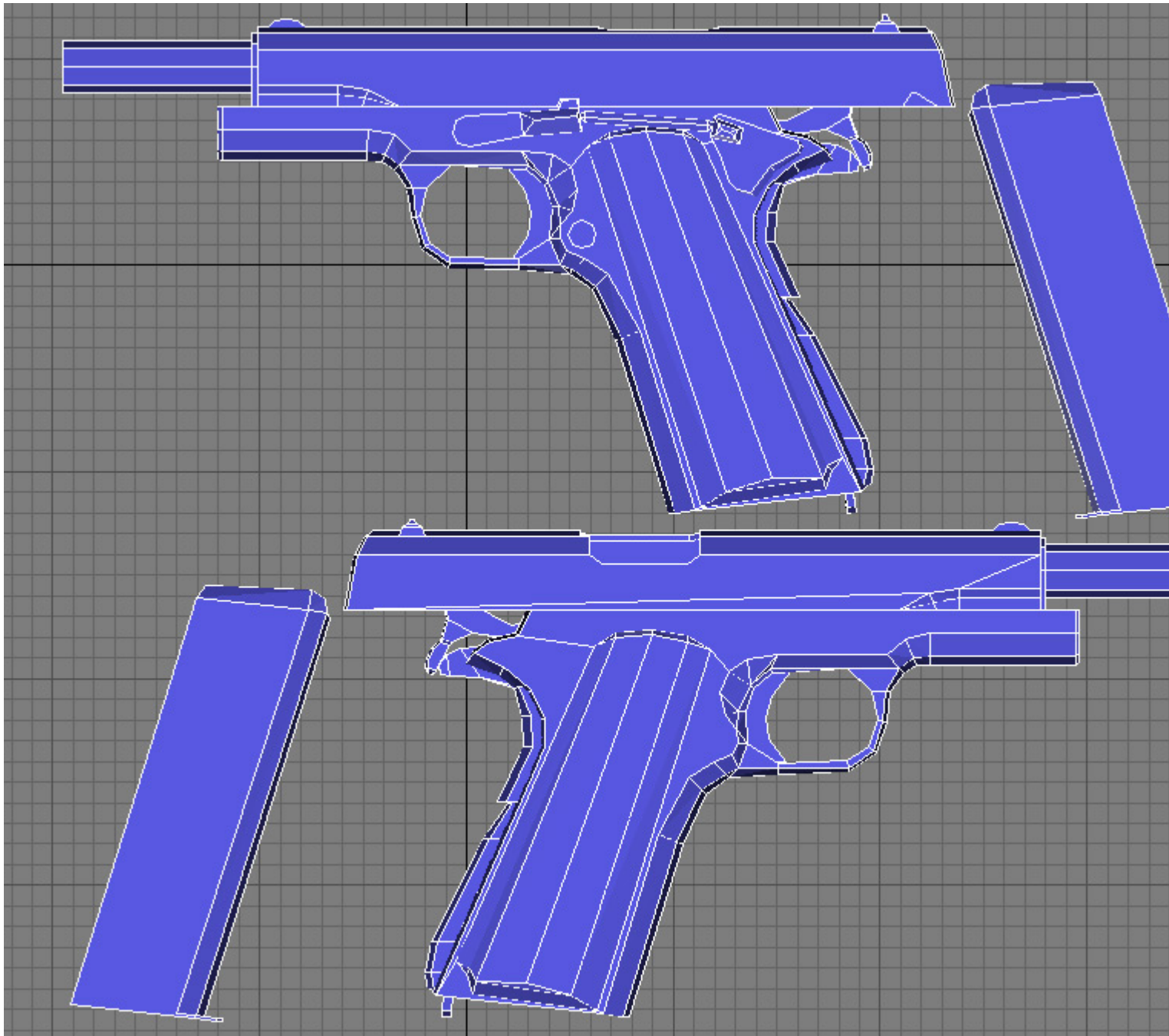And this shows it with the slide in the back position (empty):

File Attachments
1) m1911a1-wire_1.jpg, downloaded 1023 times

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2) m1911a1-wire_2.jpg, downloaded 849 times

Subject: Re: RenAlert weapon update: Colt .45
Posted by Dave Mason on Thu, 08 Sep 2005 20:18:55 GMT
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Until now it never really dawned on me how much work goes into these things (since I've never modelled anything). I wish I had the patience to learn how to do that.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Slash0x on Thu, 08 Sep 2005 21:45:56 GMT
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Sir Phoenixx wrote on Thu, 08 September 2005 14:26Yeah, sure I will. I'll make some renders of it with hard lighting and the wireframe from different angles here shortly.
Thanks mon.

Subject: Re: RenAlert weapon update: Colt .45
Posted by YSLMuffins on Thu, 08 Sep 2005 23:27:19 GMT
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Blue's my favorite color, so I think it's sexy.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Chronojam on Fri, 09 Sep 2005 02:50:48 GMT
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Sorry to break it to you but it won't be blue in-game =P But you knew that of course.

Subject: Re: RenAlert weapon update: Colt .45
Posted by icedog90 on Fri, 09 Sep 2005 06:53:25 GMT
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DJM wrote on Thu, 08 September 2005 16:18Until now it never really dawned on me how much work goes into these things (since I've never modelled anything). I wish I had the patience to learn how to do that.

It's not so hard if you really want to learn, but it's time consuming.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Dave Mason on Fri, 09 Sep 2005 10:52:57 GMT
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I'm not a patient person. And if I were I wouldn't have the time to learn anyway

Anyway. A thought has just come to mind.

There will only be 1 Tanya allowed in-game right?

Subject: Re: RenAlert weapon update: Colt .45
Posted by idebo on Fri, 09 Sep 2005 15:53:25 GMT
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DJM wrote on Fri, 09 September 2005 06:52I'm not a patient person. And if I were I wouldn't have the time to learn anyway

Anyway. A thought has just come to mind.

There will only be 1 Tanya allowed in-game right?
I don't know if it has been mentioned, but I seriously think that would be an awesome idea.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Slash0x on Fri, 09 Sep 2005 16:07:17 GMT
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Actually, that wouldn't be a bad idea to limit some infantry. In Renegade, I've seen teams with 10 havocs win just because of the points from shooting a building/harvester/etc. Being a FPS, instead of limit to one, may have to atleast have 3 max or something...

Subject: Re: RenAlert weapon update: Colt .45
Posted by sibilla6 on Fri, 09 Sep 2005 16:18:33 GMT
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Yeah but then it could have a Tayna that do nothing but stay at the base and people complaning to Admins for kick and stuff. Besides, when the team gets 1000 credits everyone will be camping at PTs instead of doing something usefull. Besides, you could build any amount of Taynas you wanted in RA.

I say no. It would cause more problems than solving.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Spice on Fri, 09 Sep 2005 18:07:36 GMT
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nice model. I like the wireframe shots.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Chronojam on Fri, 09 Sep 2005 18:33:31 GMT
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I did not make the GIF. I believe it to be V0LK0V's work, as he originally posted it.

Scarily accurate, huh?

Keep in mind the angle is not exactly "from the side" in both shots, that distorts it a tiny bit.

Subject: Re: RenAlert weapon update: Colt .45
Posted by reborn on Fri, 09 Sep 2005 19:12:20 GMT
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It has a very low poly count, it is pretty accurate, just looks like the texture artist has his/her work cut out for them to make up for some of the lack of detail on the model. Good first try though, welldone.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Jecht on Fri, 09 Sep 2005 19:50:14 GMT
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you kidding? thats commendable detail.

Subject: Re: RenAlert weapon update: Colt .45
Posted by htmlgod on Fri, 09 Sep 2005 22:11:21 GMT
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Lol. He probably wants you to model the traction diamonds on the grip, or some nonsense like that. Nice model, by the way.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Dave Mason on Fri, 09 Sep 2005 22:37:48 GMT
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Stupid post + Renforums' average IQ level = He's retarded.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Venom Pawz on Fri, 09 Sep 2005 22:50:01 GMT
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Very nice, Sir Phoenixx. Your work is always very professional and impressive. ^_^

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Sat, 10 Sep 2005 00:52:28 GMT
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Quote:It has a very low poly count, it is pretty accurate, just looks like the texture artist has his/her work cut out for them to make up for some of the lack of detail on the model. Good first try though, welldone.
lol... You're kidding, right?

On the off chance that you're actually serious... All of the detail that's supposed to go in the model is there, everything else is too small and doesn't stand out enough to go in the model. The grooves on the side of the slide, the screws and other tiny fasteners over the sides of the gun, and the grooves that make up the diamond pattern on the side of the grip, and the switches, hammer, and trigger all go in the texture.

And, what exactly do you mean by first try?

Subject: Re: RenAlert weapon update: Colt .45
Posted by Jecht on Sat, 10 Sep 2005 01:09:31 GMT
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Click on his sig, hes been doing this for years.

Subject: Re: RenAlert weapon update: Colt .45
Posted by icedog90 on Sat, 10 Sep 2005 05:46:36 GMT
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Chronojam wrote on Fri, 09 September 2005 14:33

I did not make the GIF. I believe it to be V0LK0V's work, as he originally posted it.

Scarily accurate, huh?

Keep in mind the angle is not exactly "from the side" in both shots, that distorts it a tiny bit.

It's nearly perfectly accurate because he used a modeling technique called image plating (I think). It's where you get a 2D view of your reference and model directly over it... sort of like tracing.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Sat, 10 Sep 2005 11:16:27 GMT
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Image plating? It's called modeling. Using referrences is what you're supposed to do... with

everything. People, weapons, vehicles, pretty much anything complex, real or of your own design. You're supposed to either find referrences from enough angles and one from the side to put in the background, or draw them up.

There is "image based" modeling, where you start with the texture, then do the model. If you're going to do a door, you'd make a box, put a photo of a door on it, and model and add stuff to this box to form the protrusions and other parts. When you're done modeling this way the object you made is already textured.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Lijitsu on Sat, 10 Sep 2005 11:20:13 GMT
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Have i posted here? If so, oh well.

Very nice model. Though i think she should carry two .38 Magnum Revolvers, considering how powerful she was in RA. I know the game is BASED off of RA, but still, think about it.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Dave Mason on Sat, 10 Sep 2005 11:51:10 GMT
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She does carry two.

Sir Phoenixx wrote on Wed, 07 September 2005 21:26This is the new model for Tanya's Colt .45, otherwise known as the Colt M1911A1. She will carry two of these along with her C4 explosives. This is just to show off the model, it will be textured and posted soon, right after Darkblade does the Beretta.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Lijitsu on Sat, 10 Sep 2005 11:51:51 GMT
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DJM wrote on Sat, 10 September 2005 07:51She does carry two.
No no no, she doesnt carry the .38 Magnums.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Dave Mason on Sat, 10 Sep 2005 11:53:00 GMT
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Oh. I'm not cool enough to know all the different types of gun.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Lijitsu on Sat, 10 Sep 2005 11:55:27 GMT
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She carries two Slide Barrel pistols, the Revolvers are Fixed Barrel pistols.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Sat, 10 Sep 2005 12:00:16 GMT
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I think you mean the .38 Special or the .357 Magnum, I've looked and as far as I can tell, a .38 Magnum doesn't exist. The .45ACP is more powerful (heavier, similar muzzle velocity but slightly more, and has quite a bit more energy) then the .38 Special, but the .357 Magnum beats them both.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Lijitsu on Sat, 10 Sep 2005 12:02:23 GMT
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Yeah, the .357. Excuse me, im not superly well versed on weapons, Much less Revolvers.

Edit: More Grammatical Sense

Subject: Re: RenAlert weapon update: Colt .45
Posted by Havoc 89 on Sun, 11 Sep 2005 00:12:47 GMT
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Nice work Sir Phoenixx. Looks pretty kool.

Subject: Re: RenAlert weapon update: Colt .45
Posted by icedog90 on Tue, 20 Sep 2005 23:43:46 GMT
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Sir Phoenixx wrote on Sat, 10 September 2005 06:16Image plating? It's called modeling. Using referrences is what you're supposed to do... with everything. People, weapons, vehicles, pretty much anything complex, real or of your own design. You're supposed to either find referrences from enough angles and one from the side to put in the background, or draw them up.

There is "image based" modeling, where you start with the texture, then do the model. If you're going to do a door, you'd make a box, put a photo of a door on it, and model and add stuff to this box to form the protrusions and other parts. When you're done modeling this way the object you made is already textured.

I said I think it was called image plating. It's only how I heard it was categorized. There is a difference between having a picture reference and modeling while looking at it (otherwise known as eyeballing it), and actually modeling directly over a flat 2D view of an image. Go figure.

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Wed, 21 Sep 2005 02:46:50 GMT
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It's the same thing, you're still trying to "trace" it if it's at an angle in an image editor. The only difference being that said person couldn't find or make an image to put in the background to make the model accurately. Modeling from a referrence isn't some category of modeling, box modeling is (making the geometry), modeling from splines (drawing the shapes and then converting to useable geometry later) is, etc.

Quote:I said I think it was called image plating.
I know, I'm just correcting it...

Subject: Re: RenAlert weapon update: Colt .45
Posted by icedog90 on Wed, 21 Sep 2005 05:55:41 GMT
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Sorry, I got that mixed up. I was thinking of the difference between this and box modeling, not references.

Subject: Re: RenAlert weapon update: Colt .45
Posted by htmlgod on Wed, 21 Sep 2005 14:55:45 GMT
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icedog90, Sir Phoenixx......

CAAAGE MATCH!

I'll moderate: No chairs in the cage! No blades! One pair of brass knuckles allowed per gladiator!

Subject: Re: RenAlert weapon update: Colt .45
Posted by Sir Phoenixx on Wed, 21 Sep 2005 15:33:12 GMT

icedog90 wrote on Wed, 21 September 2005 01:55Sorry, I got that mixed up. I was thinking of the difference between this and box modeling, not references.
Oh... But I didn't mean I used splines to model this, I was just giving a couple examples of different modeling techniques.