Subject: I made a tower
Posted by Viking on Sat, 10 Dec 2005 09:29:30 GMT
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I think it came out well considerign who made it (me)

I know I cant texture...

If you want it for whatever ill upload a untextured verson of it.

Subject: Re: I made a tower
Posted by danpaul88 on Sat, 10 Dec 2005 11:47:57 GMT
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maybe it would be better if you put the ramp inside the tower supports, or simply had a ladder (or series of small ladders)

wooden watch towers generally do not have concrete ramps up to them

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Subject: Re: I made a tower
Posted by Viking on Sat, 10 Dec 2005 18:39:46 GMT
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Suppost to be metal.

I used a metal texture...
An set it to ligfht metal.

Subject: Re: I made a tower
Posted by Ryan3k on Sat, 10 Dec 2005 19:25:08 GMT
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OGMCONCRETE

Subject: Re: I made a tower
Posted by danpaul88 on Sat, 10 Dec 2005 19:35:38 GMT
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idjit626 wrote on Sat, 10 December 2005 18:39Suppost to be metal.

I used a metal texture...
An set it to ligfht metal.

well anyway, since when do military outposts need wheelchair access

either way I think a ladder would suit the model better, but its your choice

---

Subject: Re: I made a tower
Posted by Spice on Sat, 10 Dec 2005 20:20:56 GMT
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Nice work   Keep at it, you'll get better. Look for tutorials and what not on google.

Just try typing "photoshop Texturing tutorial" or "gmax modeling tutorials" in google. You'll find the desired content.

Subject: Re: I made a tower
Posted by Viking on Sat, 10 Dec 2005 20:21:28 GMT
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Vhicles get stuck on latters.

Subject: Re: I made a tower
Posted by danpaul88 on Sat, 10 Dec 2005 22:20:15 GMT
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ah, well the simple solution for that is to put walls between the four legs which collision set to 'vehicle' only and tick the 'hide' option under W3D tools to make it invisible

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Subject: Re: I made a tower
Posted by Viking on Sat, 10 Dec 2005 23:50:05 GMT
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I also dislike latters cus youc an jump off when ur climbing up them and somones tarts shooting you.

Subject: Re: I made a tower

Posted by xtaro on Sun, 11 Dec 2005 00:26:20 GMT
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oi gj but as danpaul sez go with ramps inside leg structure like towers in delta force/df2

Subject: Re: I made a tower
Posted by JeepRubi on Sun, 11 Dec 2005 02:11:46 GMT
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Translation:

Good job but like danpaul said place the ramps inside the legs like in whatever game he said.

Subject: Re: I made a tower
Posted by Lijitsu on Sun, 11 Dec 2005 04:04:54 GMT
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Delta Force/Delta Force 2.

Subject: Re: I made a tower
Posted by xtaro on Sun, 11 Dec 2005 06:03:00 GMT
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oi ty for that brillant trans...

Subject: Re: I made a tower
Posted by flyingfox on Sun, 11 Dec 2005 23:30:05 GMT
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that's good work for a beginner, if you are one. it could be good enough to be added to a mod, I wot.

did you find a tutorial to make the wooden texture?

Subject: Re: I made a tower
Posted by Viking on Mon, 12 Dec 2005 00:53:58 GMT
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Ok I need to clear up somthing here.

When I sad I sucked at textureing I ment applying textures correctly.

I got the textures frome renegade.

Just clearing that up.

Subject: Re: I made a tower
Posted by Lijitsu on Mon, 12 Dec 2005 02:13:37 GMT
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Yeah, now I see where that came from. Those cottages in the differant levels, the wooden floor.
Neat.