Subject: Somone with unwraping and texturing capibilities plz help!
Posted by Viking on Sun, 11 Feb 2007 07:12:35 GMT
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If you are willing to help I have decided, I am gonna redo islands, or actually make a map based on it but not exactly like it. I am going to add the gunboat for GDI and the NOD sub from level 4 of the single player for NOD.

I need someone who can unwrap because I am making a dock for the map and I made a claw that will be part of the building of boats. It looks cool but with no texture it wont be that great. Also there are probably other things that will need a texture.

Or if somone has a cireal generator for 3DSmax...

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Veyrdite on Sun, 11 Feb 2007 08:41:31 GMT
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how simple are the objects? i might be able to do them
 but i am unreliable. last resort

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Viking on Sun, 11 Feb 2007 08:44:56 GMT
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Idk I think its like 150 pollies... It is just a grabber thingy?

Ill take a pic later but I am eating now.

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Theboom69 on Sun, 11 Feb 2007 09:53:22 GMT
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What kinda textureing do you want?

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Viking on Sun, 11 Feb 2007 10:08:56 GMT
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Well if someone can unwrap it and I can make the texture than u can apply it to the object that would be cool! Unless, you are relay good at textures.

Here is picture of the grabber and when the crane is done maybe it to? Or just wait till both are done and do them as the same thing?

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Theboom69 on Sun, 11 Feb 2007 11:56:00 GMT
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Well seem's simple what you just what it yellow or part's yellow or what?

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Viking on Mon, 12 Feb 2007 01:14:43 GMT
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What why yellow? Also, mabe I will wait till I finish the map so that we can just do all the stuff at the same time I need to finish the crane too.

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Viking on Tue, 13 Feb 2007 03:31:30 GMT
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OMGOSH MY CRANE IS FINISHED! Tell me what you think! Yah, I am thinking of redoing the size of the bottom tower part.

EDIT:Ok, I made a dock and put it on it and the grabber is over where boats/subs will be spawned.

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Cpo64 on Tue, 13 Feb 2007 05:36:56 GMT
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Where does the rope from the claw go too?

It looks nice, but from a realism point of view, it wouldn't stand, it most likely would actually fall to one side or another as soon as it tried to lift something. That is, if it didn't blow over in the wind. It needs some angled supports to make it work. Structures stand better when supported by triangles.

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Viking on Tue, 13 Feb 2007 22:36:38 GMT
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There at a little bit of a angle... Also it is bolted to the ground.

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by [NE]Fobby[GEN] on Tue, 13 Feb 2007 22:54:56 GMT
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Lol nice crane

Subject: Re: Somone with unwraping and texturing capibilities plz help!
Posted by Cpo64 on Wed, 14 Feb 2007 00:09:44 GMT
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Yes, bolted to the ground, and the angles at the base may help, but what I mean is cross
members as seen in this image
 http://www.craneoperator.com/CraneInspectionAccidents/images/Mishaps/ContainerCr
ane/LARGE/container%20crane.jpg