
Subject: ma 3D building xD

Posted by [neosowmas](#) on Tue, 06 Mar 2007 11:58:45 GMT

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im not gonna base a mod on this because i havent got a clue how to give stuff a texture, how to bone or how to animate but anyway heres my building:

if you know what it is without me telling you, i know ive done it well
if you want to use it or to give it a texture or anything just pm me

took me about 6 hours to do

Subject: Re: ma 3D building xD

Posted by [jnz](#) on Tue, 06 Mar 2007 12:59:26 GMT

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that looks alot like the one a mod is using somewhere

can't remeber the name. its something like apb or reborn or something

Subject: Re: ma 3D building xD

Posted by [Zion](#) on Tue, 06 Mar 2007 13:07:28 GMT

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Apocalypse Rising is it's name.

That's our current version but it does look similar to one of our old versions.

Do you have and wip shots to show that it's yours?

Subject: Re: ma 3D building xD

Posted by [neosowmas](#) on Tue, 06 Mar 2007 14:16:50 GMT

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wip?

Subject: Re: ma 3D building xD

Posted by [neosowmas](#) on Tue, 06 Mar 2007 14:23:19 GMT

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ive got the un-rendered version here if that is what you wanted

im also working at the barracks atm

Subject: Re: ma 3D building xD

Posted by [Jerad2142](#) on Tue, 06 Mar 2007 14:39:53 GMT

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WIP = work in progress

Subject: Re: ma 3D building xD

Posted by [Fabian](#) on Tue, 06 Mar 2007 15:18:22 GMT

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Why did you even need to ask for WIP's? It's clearly not the same model. Look at the crane arm, for example.

Subject: Re: ma 3D building xD

Posted by [jnz](#) on Tue, 06 Mar 2007 15:52:58 GMT

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yeah, im sorry i acused you. thats completly diffrent. is it based on the red alert? tib sun mabe?

w/e it is based on, its good

Subject: Re: ma 3D building xD

Posted by [Nameme99](#) on Tue, 06 Mar 2007 16:15:01 GMT

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isn't it obvious it's RED ALERT 2?

Subject: Re: ma 3D building xD

Posted by [jamiejrg](#) on Tue, 06 Mar 2007 16:37:04 GMT

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Looks awesome man! Good work.

Subject: Re: ma 3D building xD
Posted by [neosowmas](#) on Tue, 06 Mar 2007 16:57:22 GMT
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allied walls ftw =D

Subject: Re: ma 3D building xD
Posted by [jnz](#) on Tue, 06 Mar 2007 20:29:42 GMT
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Nameme99 wrote on Tue, 06 March 2007 16:15 isn't it obvious it's RED ALERT 2?

i havn't played red alert in a while.

that wall looks cool.

Subject: Re: ma 3D building xD
Posted by [Viking](#) on Tue, 06 Mar 2007 20:41:22 GMT
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lolerwalls!

Subject: Re: ma 3D building xD
Posted by [Tankkiller](#) on Tue, 06 Mar 2007 23:56:40 GMT
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neosowmas wrote on Tue, 06 March 2007 05:58 im not gonna base a mod on this because i havent got a clue how to give stuff a texture, how to bone or how to animate but anyway heres my building:

if you know what it is without me telling you, i know ive done it well
if you want to use it or to give it a texture or anything just pm me

took me about 6 hours to do

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=1>
all you need is right there

Subject: Re: ma 3D building xD
Posted by [Sn1per74*](#) on Wed, 07 Mar 2007 03:57:12 GMT

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Just wonderin', how do you guys model so good? All I can do is draw boxes, spheres, etc. and boolean them.

Subject: Re: ma 3D building xD
Posted by [Viking](#) on Wed, 07 Mar 2007 04:20:31 GMT
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Here are the first 3 steps!

1: Instant gratification=WRONG!!!

2: Work hard

3: Practice and mess around with stuff that's how I do things!

Subject: Re: ma 3D building xD
Posted by [jnz](#) on Wed, 07 Mar 2007 07:51:34 GMT
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Sn1per74(2) wrote on Wed, 07 March 2007 03:57 Just wonderin', how do you guys model so good? All I can do is draw boxes, spheres, etc. and boolean them.

same here what am i missing?

Subject: Re: ma 3D building xD
Posted by [Zion](#) on Wed, 07 Mar 2007 08:26:26 GMT
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Ingenuity. A good mind leads to a good model.

Just mess around with shapes, see what modifiers there are that you can use, and just move polys/edges/vertices in different directions until you get something you like.

Subject: Re: ma 3D building xD
Posted by [Crusader](#) on Wed, 07 Mar 2007 15:28:30 GMT
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Subject: Re: ma 3D building xD
Posted by [neosowmas](#) on Wed, 07 Mar 2007 16:17:49 GMT
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all i do is, i get a screenshot of the building in the game, then i start modeling, whats important to know is that you know how to change the objects, and that you know what youll have after you changed it.

i did the wall segments by taking a box, made the upper area smaller, and then chamfered it to give it a round top

for the sandbags i just took a cylinder with fur sides, flatten it up on top and bottom, and then used tessellate.

the end segment was a bit harder but basically its just a box where i used extrude to give it its shape and size, i cut in the corners with boolean and the thing on top is a hemisphere =)

Subject: Re: ma 3D building xD
Posted by [sharra](#) on Wed, 07 Mar 2007 17:27:36 GMT
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i cant do anything related to that stuff im onley good at editing maps

Subject: Re: ma 3D building xD
Posted by [Sn1per74*](#) on Wed, 07 Mar 2007 21:13:32 GMT
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Did you do that in gmax or 3DS max neosowmas?
Ps: I like te model

Subject: Re: ma 3D building xD
Posted by [Zion](#) on Wed, 07 Mar 2007 22:12:59 GMT
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Considering that the images are renders and the screen shot up top shows "3DS Max 9: Unregistered Version" i'd say he's using Max.

Subject: Re: ma 3D building xD
Posted by [Spyder](#) on Thu, 08 Mar 2007 17:34:18 GMT
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Looks realy nice! My compliments

Subject: Re: ma 3D building xD
Posted by [neosowmas](#) on Thu, 08 Mar 2007 21:30:55 GMT
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thx to you all

the next things im making are not based on any games, just pure fun models i feel like making
