Subject: GDI Watchtower
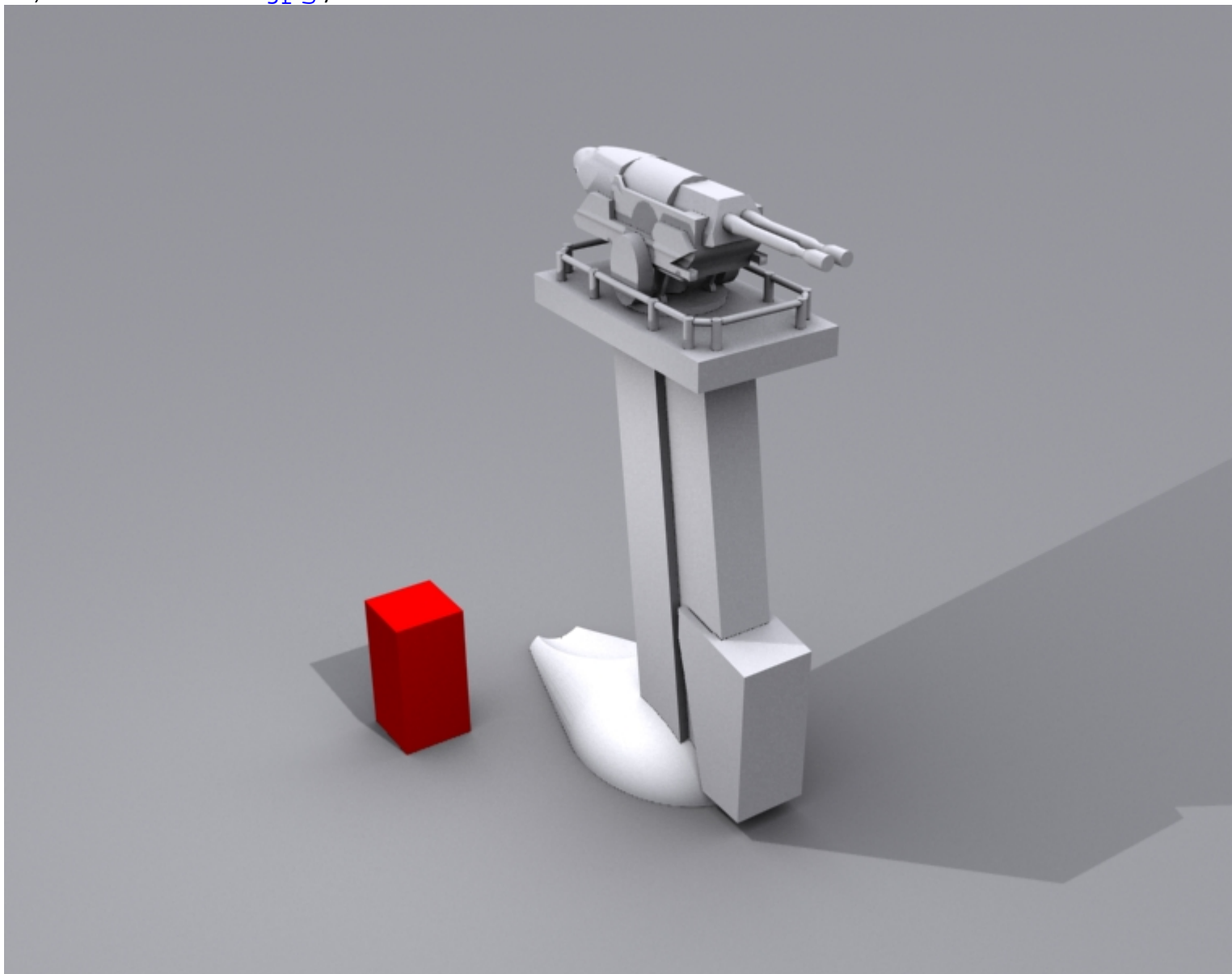Posted by nopol10 on Sat, 30 Jun 2007 09:23:28 GMT
View Forum Message <> Reply to Message

This is a render of the GDI Watchtower (TW) I made. Anyone interested? (It is not unwrapped, I am not good at it)

File Attachments
1) watchtower.jpg, downloaded 858 times

Subject: Re: GDI Watchtower
Posted by Veyrdite on Sat, 30 Jun 2007 11:10:12 GMT
View Forum Message <> Reply to Message

clap clap clap clap clap clap clap clap clap......
Nice, the 1x1x2 box is a person, right?
Any chance of a wireframe ss?
Uvwunwrapping takes forever, i know, and you have to guess the size of each piece on the image-or do it twice over, once for the map shapes, then to rearrange and properly unwrap.
If you were going to skin it, use something like a 1024x1024 or 2048x2048, but otherwise use some gdi building textures properly aligned.
EDIT: make a worldbox that only stretches the main horizontal shaft, put ladder transitions ontop and bottom, and manually place invisible collidable objects in le around where the feet are and where the gun is mounted.

Subject: Re: GDI Watchtower
Posted by Zion on Sat, 30 Jun 2007 13:18:04 GMT
View Forum Message <> Reply to Message

Very short, and stubby. The boxy supports are too boxy, add detail or polygons to make them less boxy. I like the base, don't know what that box at the front of it is. The platform is too boxy aswell. From memory i think the actual guard towers platform isn't a box. Cannon looks too low down aswell. It looks like if it tries to attack people within 5 meters from the base it'll destroy the rail.

There's something wrong with the rail too. Can't quite put my finger on it.

(If you found any of this offensive to your work i apologize, but that is criticism.)

Subject: Re: GDI Watchtower
Posted by Jerad2142 on Sat, 30 Jun 2007 13:39:48 GMT
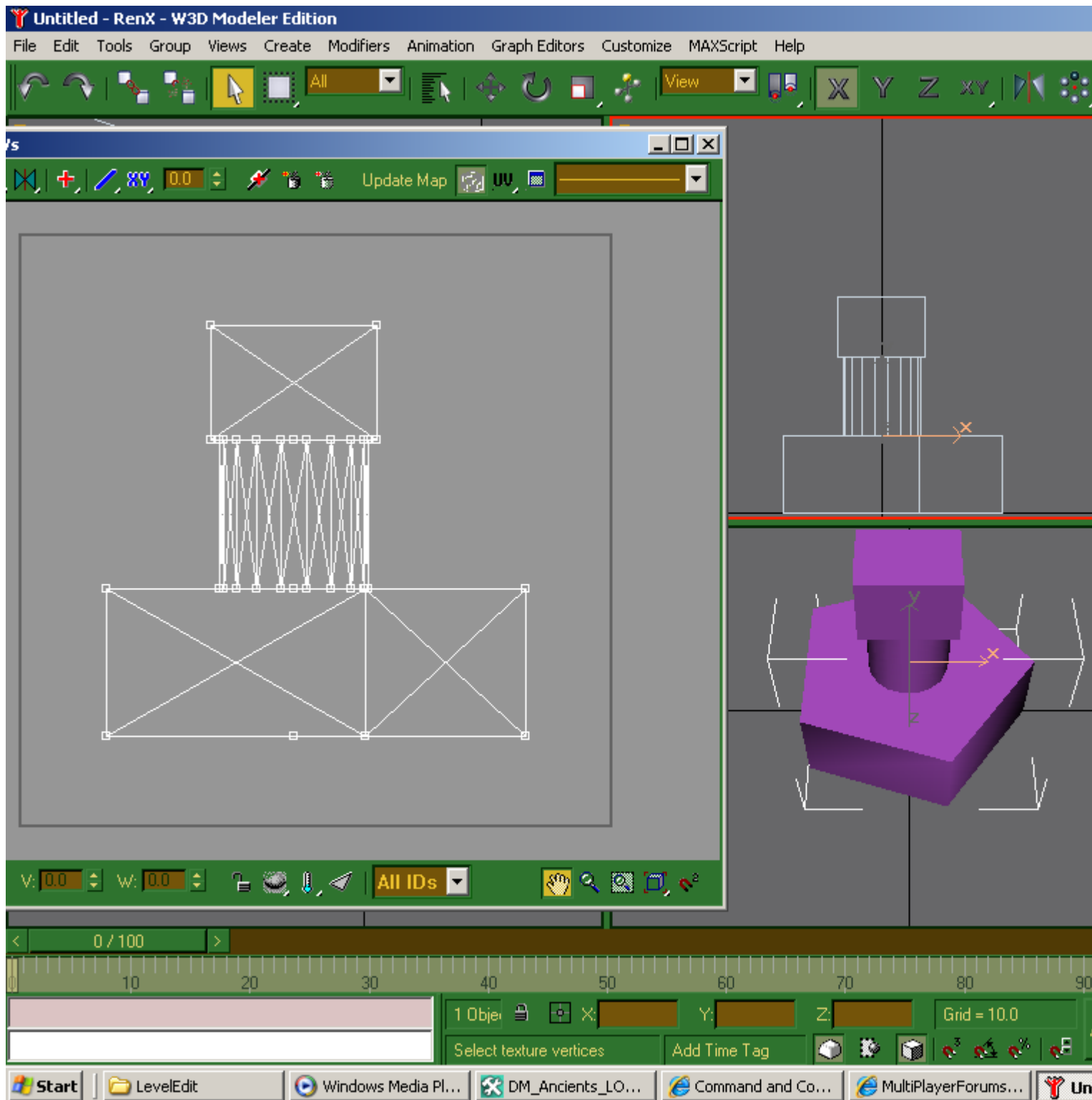View Forum Message <> Reply to Message

dthdealer wrote on Sat, 30 June 2007 05:10
Uvwunwrapping takes forever, i know, and you have to guess the size of each piece on the image-or do it twice over, once for the map shapes, then to rearrange and properly unwrap.

Really if you do it right there is no guessing at all:

File Attachments
1) 1231.png, downloaded 616 times

Subject: Re: GDI Watchtower
Posted by Sn1per74* on Sat, 30 Jun 2007 13:45:17 GMT
View Forum Message <> Reply to Message

I think its perty looking.

Subject: Re: GDI Watchtower
Posted by sadukar09 on Sat, 30 Jun 2007 15:13:30 GMT
View Forum Message <> Reply to Message

good job he did everything correct

Subject: Re: GDI Watchtower
Posted by BeiRneY on Sat, 30 Jun 2007 16:15:24 GMT
View Forum Message <> Reply to Message

thats some sweet work. was thinking about getting into modelling meself so just checkign what people can do

---

Subject: Re: GDI Watchtower
Posted by nopol10 on Sun, 01 Jul 2007 01:40:33 GMT
View Forum Message <> Reply to Message

The Merovingian wrote on Sat, 30 June 2007 21:18Very short, and stubby. The boxy supports are too boxy, add detail or polygons to make them less boxy. I like the base, don't know what that box at the front of it is. The platform is too boxy aswell. From memory i think the actual guard towers platform isn't a box. Cannon looks too low down aswell. It looks like if it tries to attack people within 5 meters from the base it'll destroy the rail.

There's something wrong with the rail too. Can't quite put my finger on it.

(If you found any of this offensive to your work i apologize, but that is criticism.)

Yeah, I just noticed that if the turret swings, the rail will crack.

Thanks for the comments.

Oh, this was my reference picture and so was the one that sadukar put. Except that I have no idea why the box in front of the tower is different:

File Attachments
1) defenseturret.jpg, downloaded 875 times

Subject: Re: GDI Watchtower
Posted by Veyrdite on Sun, 01 Jul 2007 02:28:41 GMT

View Forum Message <> Reply to Message

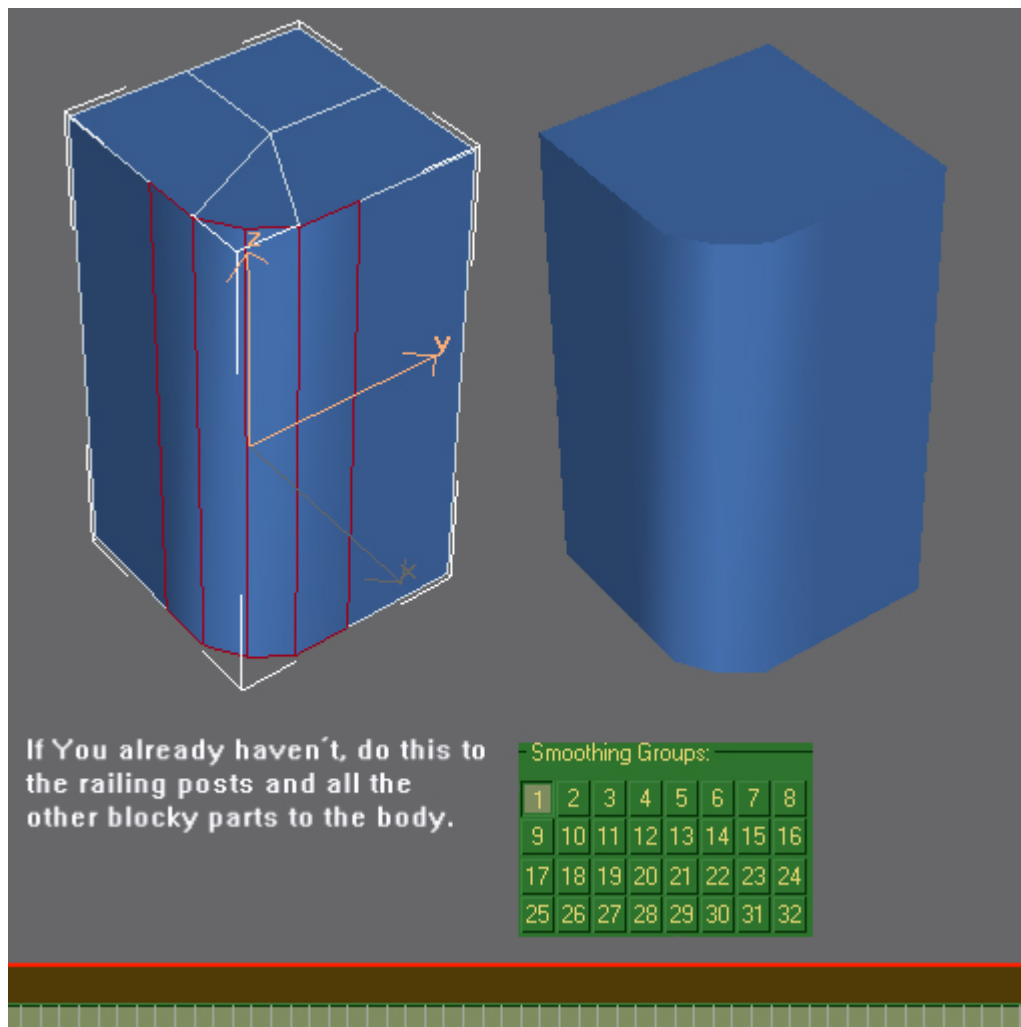Quote:Really if you do it right there is no guessing at all:

i mean if you makes the uvwwrap too large, and cant fit it on the tecture, you have to start again, and if you put everything too small, the model will look crap.

the railing posts need a few more polys with the smoothing, and the corners of the bocky base need another poly too.

EDIT: *Blocky parts of the body

```
File Attachments
1) curvecheck.jpg, downloaded 651 times
```
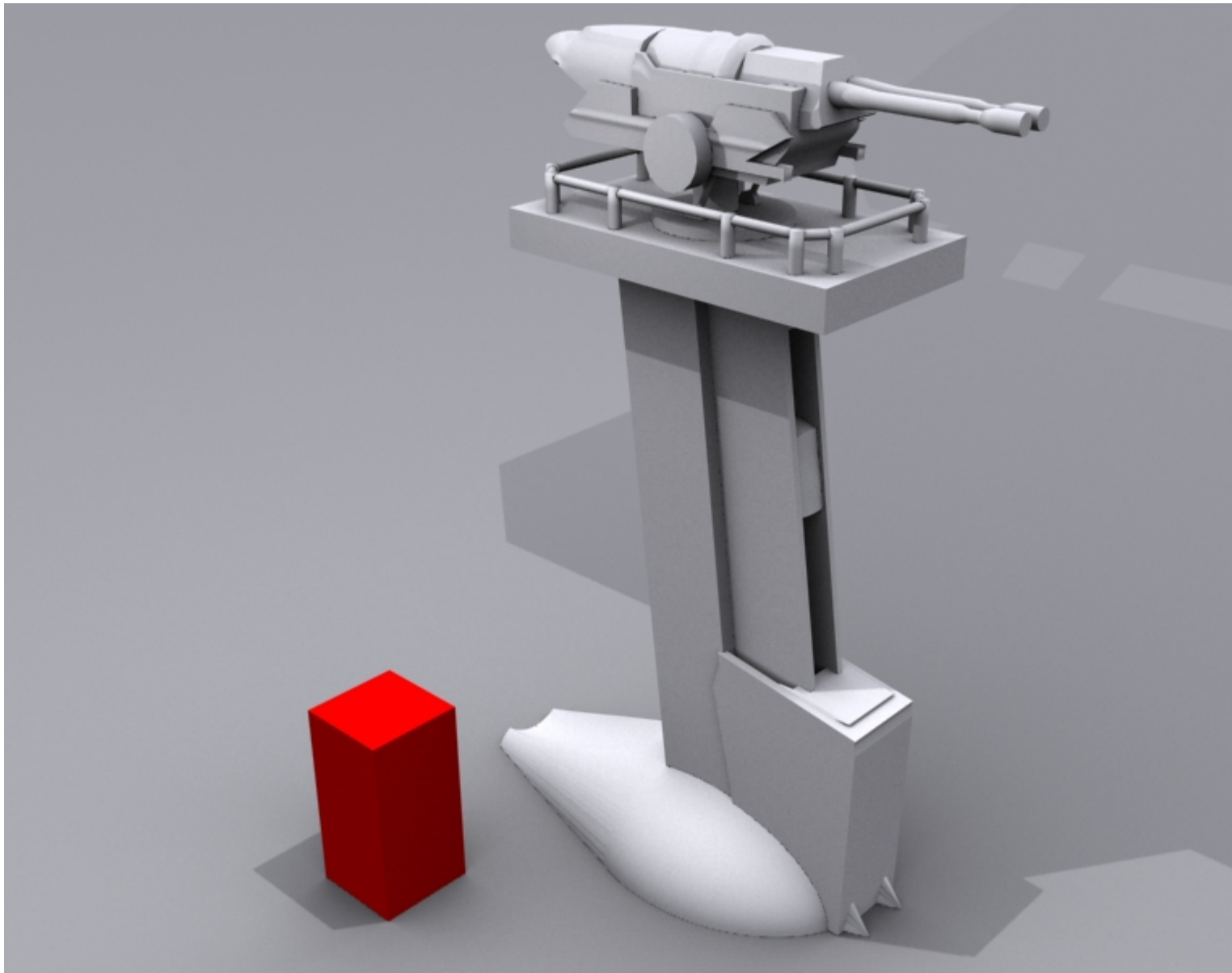
If You already haven't, do this to the railing posts and all the other blocky parts to the body.

Smoothing Groups:

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

Subject: Re: GDI Watchtower
Posted by nopol10 on Sun, 01 Jul 2007 03:38:46 GMT
View Forum Message <> Reply to Message

This is a newer watchtower:

I've made the support thinner and smoothed a the rail posts.

File Attachments
1) watchtower.jpg, downloaded 631 times

Subject: Re: GDI Watchtower
Posted by Sn1per74* on Sun, 01 Jul 2007 03:53:13 GMT
View Forum Message <> Reply to Message

Sn1per74* wrote on Sat, 30 June 2007 08:45I think its perty looking.

Subject: Re: GDI Watchtower
Posted by sadukar09 on Sun, 01 Jul 2007 13:15:06 GMT
View Forum Message <> Reply to Message

---

now is probably the best

Subject: Re: GDI Watchtower
Posted by Zion on Sun, 01 Jul 2007 21:13:26 GMT
View Forum Message <> Reply to Message

If i had a working max i'd have a shot at this. But i don't.

Subject: Re: GDI Watchtower
Posted by jnz on Sun, 01 Jul 2007 22:30:23 GMT
View Forum Message <> Reply to Message

I'm going to have a shot at it, but don't expect anything that looks like it.

Subject: Re: GDI Watchtower
Posted by R315r4z0r on Mon, 02 Jul 2007 01:16:12 GMT
View Forum Message <> Reply to Message

I think the turret looks nice, just something is bugging me about the stand... I dunno what though.. perhaps it is too fat? Goes too far back?

What if you made it a bit skinnier, also by looking at the reference image you showed, I think the top of the stand is skinnier than the bottom base of the stand. It gets smaller as it goes up.

Subject: Re: GDI Watchtower
Posted by nopol10 on Mon, 02 Jul 2007 01:39:15 GMT
View Forum Message <> Reply to Message

razorblade001 wrote on Mon, 02 July 2007 09:16I think the turret looks nice, just something is bugging me about the stand... I dunno what though.. perhaps it is too fat? Goes too far back?

What if you made it a bit skinnier, also by looking at the reference image you showed, I think the top of the stand is skinnier than the bottom base of the stand. It gets smaller as it goes up.

Good point, I didn't notice that. I used to think that it was parallax.

Subject: Re: GDI Watchtower
Posted by Brandon on Mon, 02 Jul 2007 02:43:50 GMT
View Forum Message <> Reply to Message

Very nice.

Subject: Re: GDI Watchtower
Posted by HORQWER on Mon, 02 Jul 2007 20:11:45 GMT
View Forum Message <> Reply to Message

i could mae some modles of c&c3 too but i'm not good at modeling and see this
http://www.renegadeforums.com/index.php?t=msg&th=24710&start=0&rid=2 1638

Subject: Re: GDI Watchtower
Posted by danpaul88 on Mon, 02 Jul 2007 20:14:00 GMT
View Forum Message <> Reply to Message

Nice model. Only comment I have to make is that from the reference image I don't see that curvy stand you have on the bottom of yours, although perhaps it's just the angle of the image.