
Subject: youre first model

Posted by [mrÅ£Äz](#) on Mon, 01 Oct 2007 21:31:09 GMT

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hey modelers i have a question, how long do u nedded to make ur first good/perfekt model? and can u post a pic of u first model? i like to learn modeling with gmax!

Subject: Re: youre first model

Posted by [HORQWER](#) on Mon, 01 Oct 2007 23:11:09 GMT

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took me 3 days

took me 2 days

took me 5 days (O.o)

Subject: Re: youre first model

Posted by [AoBfrost](#) on Tue, 02 Oct 2007 01:13:48 GMT

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Took you three days? the pic itself says it was made by ferkat.

Off topic, but your not using the balbero start orb for vista transformation pack, thats why your start orb is cut off at the top.

Subject: Re: youre first model

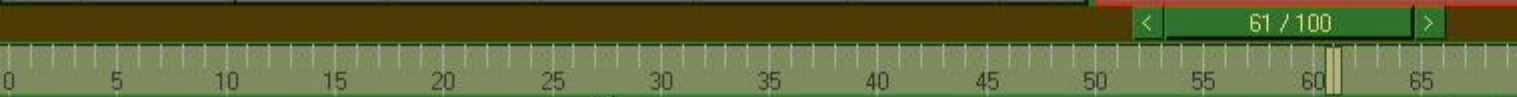
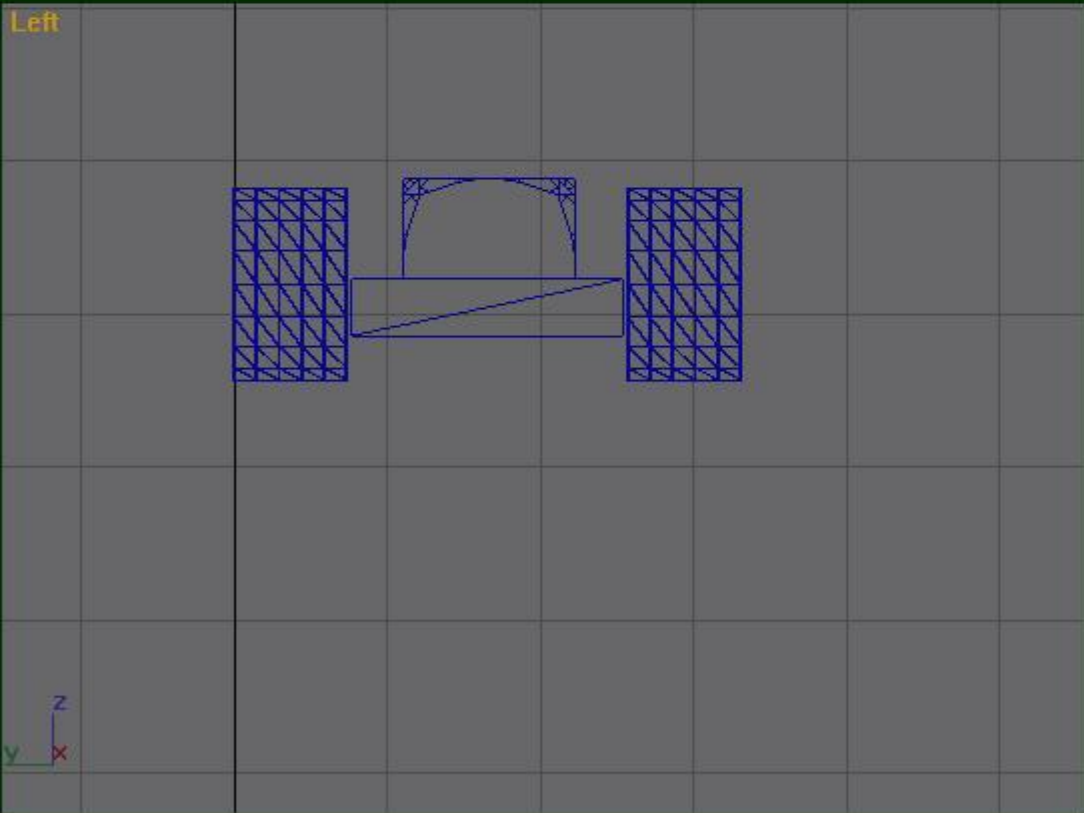
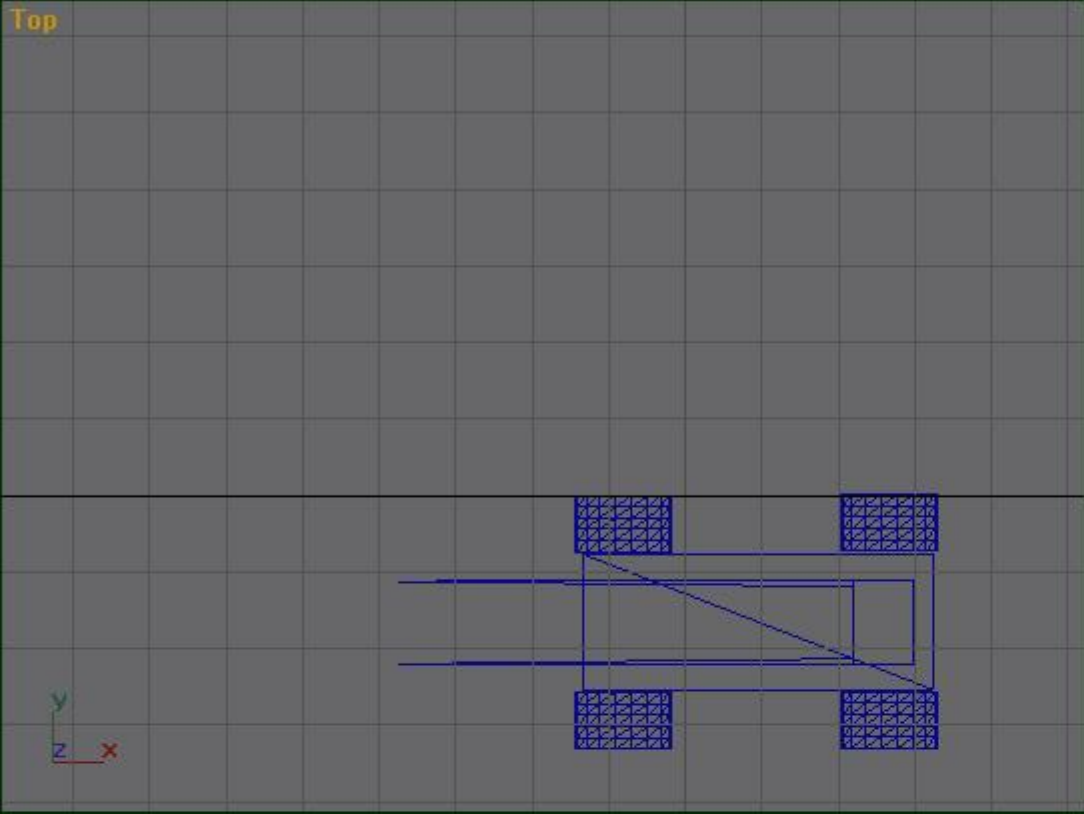
Posted by [Ryu](#) on Tue, 02 Oct 2007 01:29:23 GMT

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FTW!

File Attachments

1) [Copy of go-kart.jpg](#), downloaded 852 times



Subject: Re: youre first model
Posted by [Tunaman](#) on Tue, 02 Oct 2007 01:47:55 GMT
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I made this cool monkey head. It had a bunch of polygons.. It was the only model I ever made
LOL

Subject: Re: youre first model
Posted by [mrÄÅŞÄ-z](#) on Tue, 02 Oct 2007 05:04:22 GMT
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wow that was fast

Subject: Re: youre first model
Posted by [HORQWER](#) on Tue, 02 Oct 2007 10:32:09 GMT
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AoBfrost wrote on Tue, 02 October 2007 03:13 Took you three days? the pic itself says it was
made by ferkat.

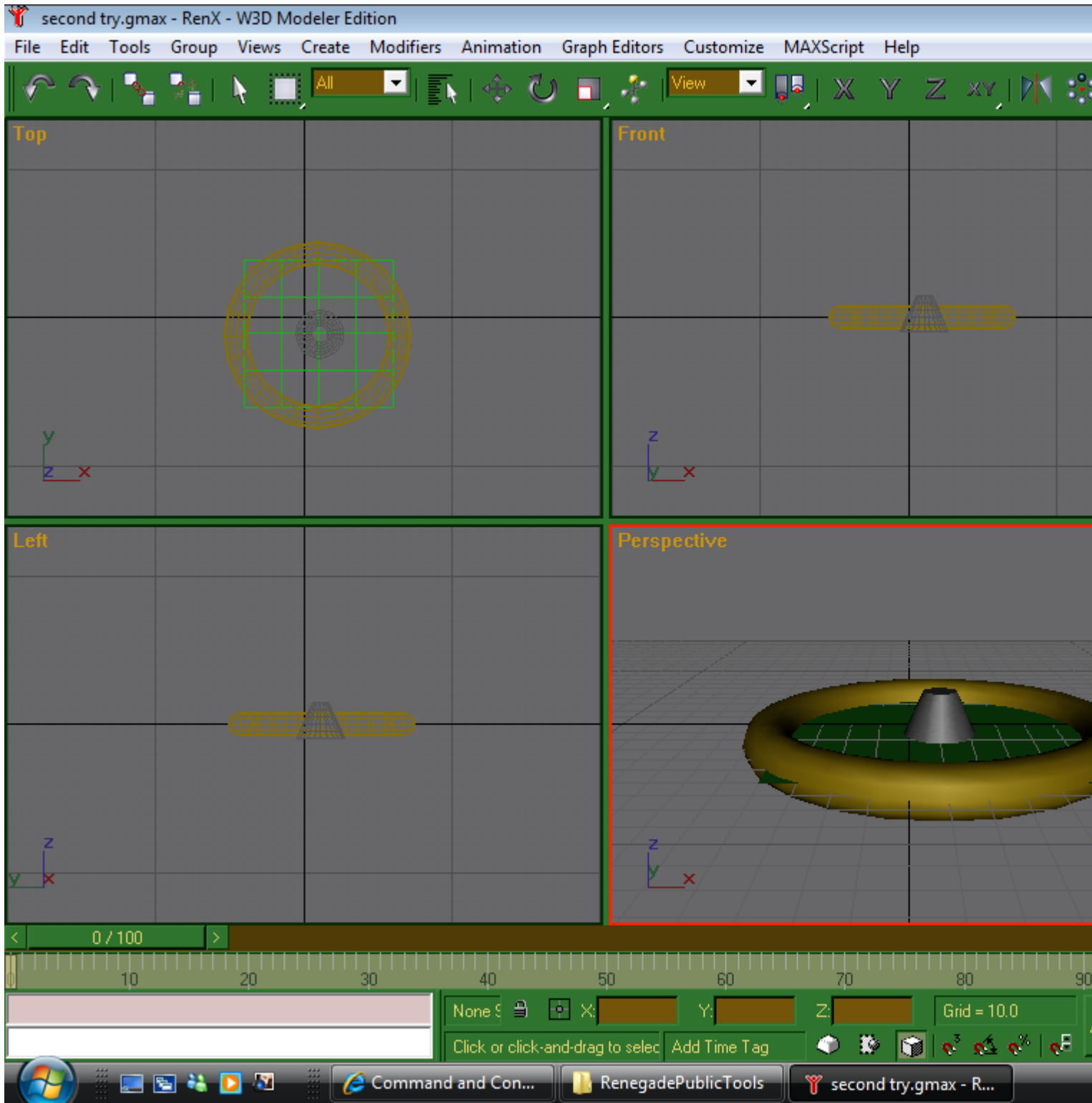
Off topic, but your not using the balbero start orb for vista transformation pack, thats why your
start orb is cut off at the top.
AoBfrost+Renegadeforums.com= one kid that is dude

Subject: Re: you're first model
Posted by [Jerad2142](#) on Tue, 02 Oct 2007 13:31:47 GMT
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It was my first level. I didn't know how to texture and I could not ask because I did not have an
internet connection, I had to go to the library to download the renegade tools. And now I have lost
all my levels that were pre Renhalo, I am sad.

File Attachments

1) [first model.png](#), downloaded 626 times



Subject: Re: youre first model
Posted by [Zion](#) on Wed, 03 Oct 2007 15:33:31 GMT
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First model i made....

I don't have an image but i have OWA himself, he remembers it, and anyone else who played my map.

I made a map, pretty basic but i was going for a Stunt Park Deluxe kinda map. Got some help on the LE side from PSUFan.

Textures sucked as i had yet to learn the power of uvw map, but for most of the terrain, it was all stretched.

I don't have any images on me, and if i do, i don't know where they are.

The first model i made for AR was the Prism Tower which you saw most of in our test videos. Those three large towers where built, textured and rigged by me in about 5 hours. I had been using gmax/renx for about 6 months - 1 year.

Images of it are in AR's first forums back at blazemods, i don't know if they're still up though. More to date versions are in the videos.

Subject: Re: youre first model

Posted by [AoBfrost](#) on Wed, 03 Oct 2007 17:19:15 GMT

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Ferkhat Shubladze wrote on Tue, 02 October 2007 06:32AoBfrost wrote on Tue, 02 October 2007 03:13Took you three days? the pic itself says it was made by ferkat.

Off topic, but your not using the balbero start orb for vista transformation pack, thats why your start orb is cut off at the top.

AoBfrost+Renegadeforums.com= one kid that is dude

whhhaattt?

Subject: Re: youre first model

Posted by [SWNight](#) on Wed, 03 Oct 2007 18:24:23 GMT

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This was my first model, its a replacement for the flag.

I textured it aswell, and made the blueish texture by myself.

Subject: Re: youre first model

Posted by [Gen_Blacky](#) on Thu, 04 Oct 2007 23:27:23 GMT

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Imao nice simple flag i like it

Subject: Re: youre first model

Posted by [reborn](#) on Mon, 22 Oct 2007 21:12:30 GMT

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My first 3dsmax model, today actually.

Subject: Re: youre first model

Posted by [Oblivion165](#) on Mon, 22 Oct 2007 22:31:42 GMT

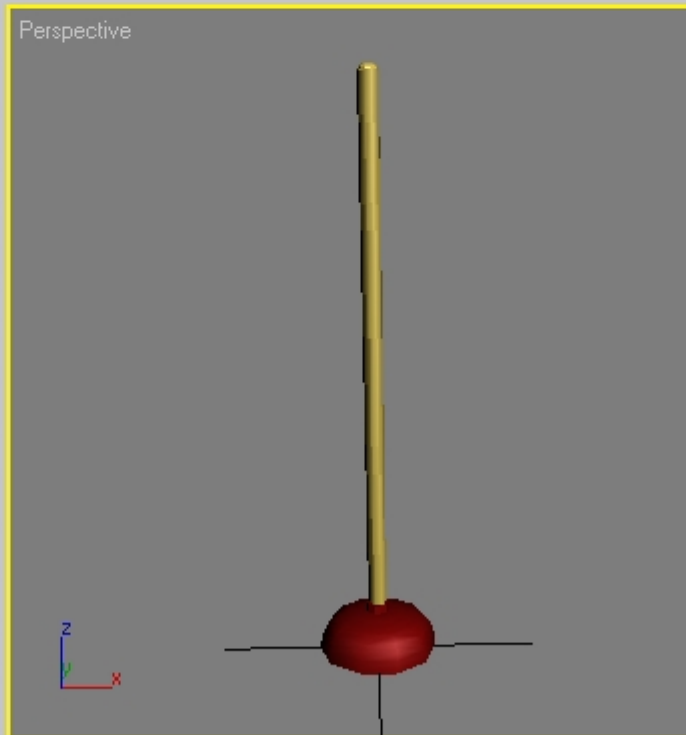
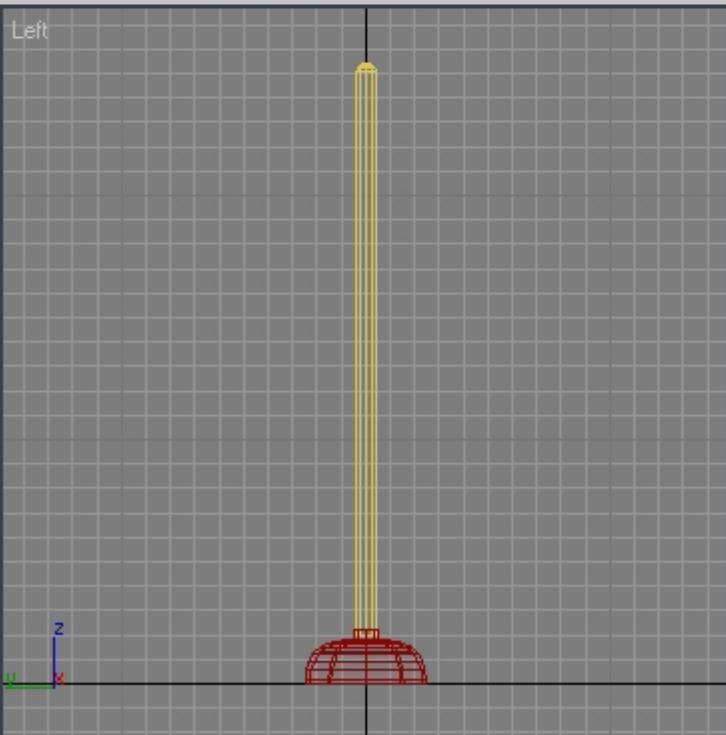
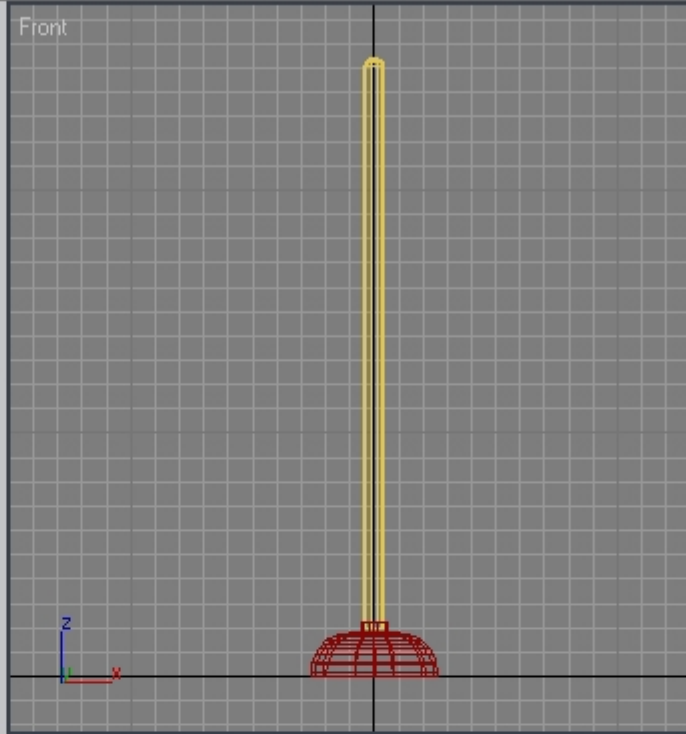
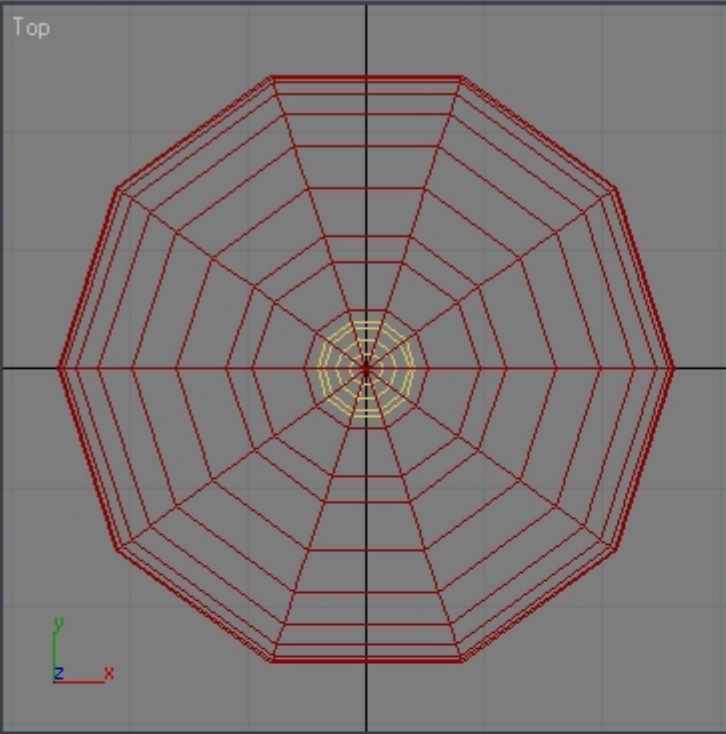
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Oh lord, its a 800 quad-gillian poly plunger!

There you go, knocked out a quick 200+ one.

File Attachments

- 1) [plunger.max](#), downloaded 182 times
 - 2) [plunger.jpg](#), downloaded 686 times
-



0 / 100



X: Y: Z:

Grid = 100.0

Auto Key Selected

Click and drag up-and-down to zoom in and out

Add Time Tag

Set Key Key Filters...

Subject: Re: youre first model
Posted by [reborn](#) on Mon, 22 Oct 2007 23:41:33 GMT
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I have no idea how many polygons this is, as I don't know where to find out. But anyhow, forst time using Max or GMAX so i'm happy really. :-]

Subject: Re: youre first model
Posted by [R315r4z0r](#) on Mon, 22 Oct 2007 23:51:15 GMT
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First map FTW:

Textures aren't showing, cause they where moved, and I don't feel like relocating them..
