
Subject: 3D Modeling 1 final proj
Posted by [Aircraftkiller](#) on Thu, 12 Jun 2008 05:02:26 GMT
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My three final project renderings for 3D Modeling 1, the assignment was to model a room. I went a bit farther than I should have. It'll make a great portfolio piece and is also going to be my final project for texturing 1.

Thought I'd share it and see what everyone thought. I've got a lot more to model in the scene for my next quarter of classes, stuff I didn't get a chance to do this time. It's going to have a full exterior (window shot looking at an island in the distance) complete with sun, sky, etc...

Subject: Re: 3D Modeling 1 final proj
Posted by [Lone0001](#) on Thu, 12 Jun 2008 05:15:20 GMT
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Looks good but you are missing a C&C Renegade poster and/or havoc in the scene

Subject: Re: 3D Modeling 1 final proj
Posted by [DarkDemin](#) on Thu, 12 Jun 2008 05:33:27 GMT
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Looks good, I can't wait till its textured. It would make a good Rats map for Counter Strike.

Subject: Re: 3D Modeling 1 final proj
Posted by [Aircraftkiller](#) on Thu, 12 Jun 2008 05:36:43 GMT
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Not at 150,000 polygons it wouldn't I'd definitely have to remodel it all to remove the extra details.

Subject: Re: 3D Modeling 1 final proj
Posted by [_SSnipe_](#) on Thu, 12 Jun 2008 05:46:28 GMT
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thats awesome man

Subject: Re: 3D Modeling 1 final proj
Posted by [Ryu](#) on Thu, 12 Jun 2008 06:22:03 GMT
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DarkDemin wrote on Thu, 12 June 2008 06:33 Looks good, I can't wait till its textured. It would make a good Rats map for Counter Strike.

RATS maps are made in Hammer tool.. exploiting 3d skyboxes (or so I take it.)

Subject: Re: 3D Modeling 1 final proj
Posted by [Goztow](#) on Thu, 12 Jun 2008 07:11:19 GMT
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I like the lightning a lot.

Subject: Re: 3D Modeling 1 final proj
Posted by [mr£ÄŞÄ-z](#) on Thu, 12 Jun 2008 11:20:45 GMT
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Geil man

Subject: Re: 3D Modeling 1 final proj
Posted by [warranto](#) on Thu, 12 Jun 2008 12:41:32 GMT
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Pfff... you still need to skin it!

(heh, sorry... had to make the comment. Kidding of course)

Subject: Re: 3D Modeling 1 final proj
Posted by [mr£ÄŞÄ-z](#) on Thu, 12 Jun 2008 12:46:31 GMT
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new gdi barracks ?

Subject: Re: 3D Modeling 1 final proj
Posted by [GEORGE ZIMMER](#) on Thu, 12 Jun 2008 12:50:09 GMT
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Very nice. Any chance of showing a wireframe pic of it?

Subject: Re: 3D Modeling 1 final proj
Posted by [Aircraftkiller](#) on Thu, 12 Jun 2008 23:54:39 GMT
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Yeah, here you go:

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 23:57:45 GMT
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****CAUTION****

DONT PUT THIS ROOM AS A MAP IN RENEGADE. OR YOUR RENEGADE WILL EXPLODE!!!

Subject: Re: 3D Modeling 1 final proj
Posted by [cnc95fan](#) on Fri, 13 Jun 2008 00:06:13 GMT
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HeavyX101 wrote on Thu, 12 June 2008 18:57****CAUTION****

DONT PUT THIS ROOM AS A MAP IN RENEGADE. OR YOUR RENEGADE WILL EXPLODE!!!
How so? Can someone clarify this for me please?

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 00:07:41 GMT
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Lots of polygons, renegade will crash, same as saying renegade will explode.

Subject: Re: 3D Modeling 1 final proj
Posted by [Doitle](#) on Fri, 13 Jun 2008 01:14:53 GMT
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Me and Nodbugger made several maps that were 6,000,000 polygons + and they ran fine on a 4mb card. Textures are what kill the Renegade engine not polygons.

Subject: Re: 3D Modeling 1 final proj

Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 01:19:17 GMT

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6,000,000 polygons?!?!?!?!?

Do i need a good video card for that?

I have 256mb 7900 gs os(desktop) and 512mb 8800 gts(laptop).

Subject: Re: 3D Modeling 1 final proj

Posted by [Doitle](#) on Fri, 13 Jun 2008 01:40:33 GMT

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No like I said we did it on a 4mb integrated ATI Rage LT Pro. The computer was a 450mhz Compaq Presario with an AMD K6-2.

Subject: Re: 3D Modeling 1 final proj

Posted by [Zion](#) on Fri, 13 Jun 2008 02:11:19 GMT

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Renegades 3D graphics engine is stronger than most people believe. Just because it's old doesn't mean it can't take it. The reason Renegades models are so low poly is because EA made Westwood rush the creation, so they cut corners.

Subject: Re: 3D Modeling 1 final proj

Posted by [Veyrdite](#) on Fri, 13 Jun 2008 10:45:31 GMT

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As Doitle said, the engine can handle a *beep*load of polygons as long as they are not textured. Make a sphere for instance, with the highest polygon count RenX/3Dsmax can handle, split it into multiple meshes, export it and watch the W3D engine have fun.

The bedroom rocks! Unfortunately it lacks nod Propaganda

Subject: Re: 3D Modeling 1 final proj

Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 15:33:30 GMT

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I'm not showing off the model.

Here is a model my bro made once.

It is 20495 polygons. I put 3 of them in a blank map (61485 polygons now) and then played the map. My FPS was about 30-50. The game wasnt even lagging.

Subject: Re: 3D Modeling 1 final proj
Posted by [mr£Ä\\$Ä-z](#) on Fri, 13 Jun 2008 15:38:51 GMT
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OH FUCK nice model

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 16:04:22 GMT
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TNX

Subject: Re: 3D Modeling 1 final proj
Posted by [cnc95fan](#) on Fri, 13 Jun 2008 16:53:14 GMT
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HeavyX101 wrote on Fri, 13 June 2008 10:33I'm not showing off the model.
Here is a model my bro made once.

It is 20495 polygons. I put 3 of them in a blank map (61485 polygons now) and then played the map. My FPS was about 30-50. The game wasnt even lagging.
Yeah, it would lag if there was a rush, obviosuly.

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 17:01:02 GMT
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Hey cnc95fan, i'm not trying to be mean, but why does BFD has low poly buildings?

Subject: Re: 3D Modeling 1 final proj
Posted by [cnc95fan](#) on Fri, 13 Jun 2008 17:02:43 GMT
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HeavyX101 wrote on Fri, 13 June 2008 12:01Hey cnc95fan, i'm not trying to be mean, but why does BFD has low poly buildings?
Who said there low poly and just not detailed, making it look low poly.

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 17:08:00 GMT

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Well, I'm telling you to get a very good texturer/skinner (if you dont have one yet) so they could make really good textures so the buildings could look good. My brother had a .max file that had all of the BFD models, but the buildings that bullet made looked really low poly. By the way, BFD is a good mod!

Subject: Re: 3D Modeling 1 final proj
Posted by [Aircraftkiller](#) on Fri, 13 Jun 2008 17:26:43 GMT
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You can stop shitting up my topic now.

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 17:35:32 GMT
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We dont really care about ReneTrolls topic...

Subject: Re: 3D Modeling 1 final proj
Posted by [Ryu](#) on Fri, 13 Jun 2008 17:40:15 GMT
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HeavyX101 wrote on Fri, 13 June 2008 18:35We dont really care about ReneTrolls topic...

And we don't care about your models in Asscra- Aircraftkillers topic but oh boy look who's complaining!!

Subject: Re: 3D Modeling 1 final proj
Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 17:44:59 GMT
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ALRIGHT. SORRY ACK
