
Subject: Rate my Models :D

Posted by [mr£\\$Ä-z](#) on Sat, 19 Jul 2008 22:56:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK im working with 3D Studio Max for 6 Days now, now im gonna post some of my work please rate them!

Wreck:

My First Building:

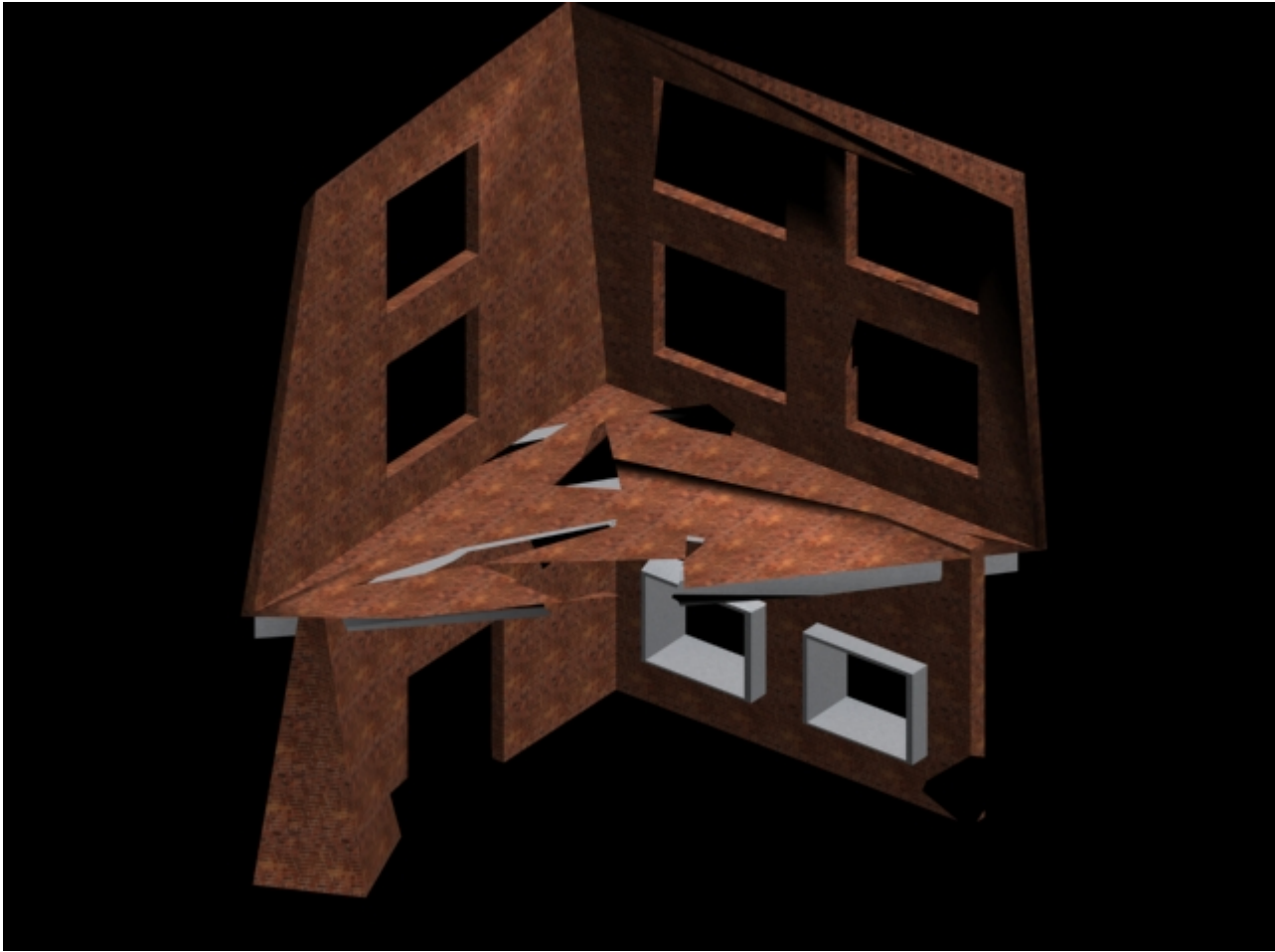
My first selfmade Vehicle to Test Bones:

A edited version of the Medium Tank:

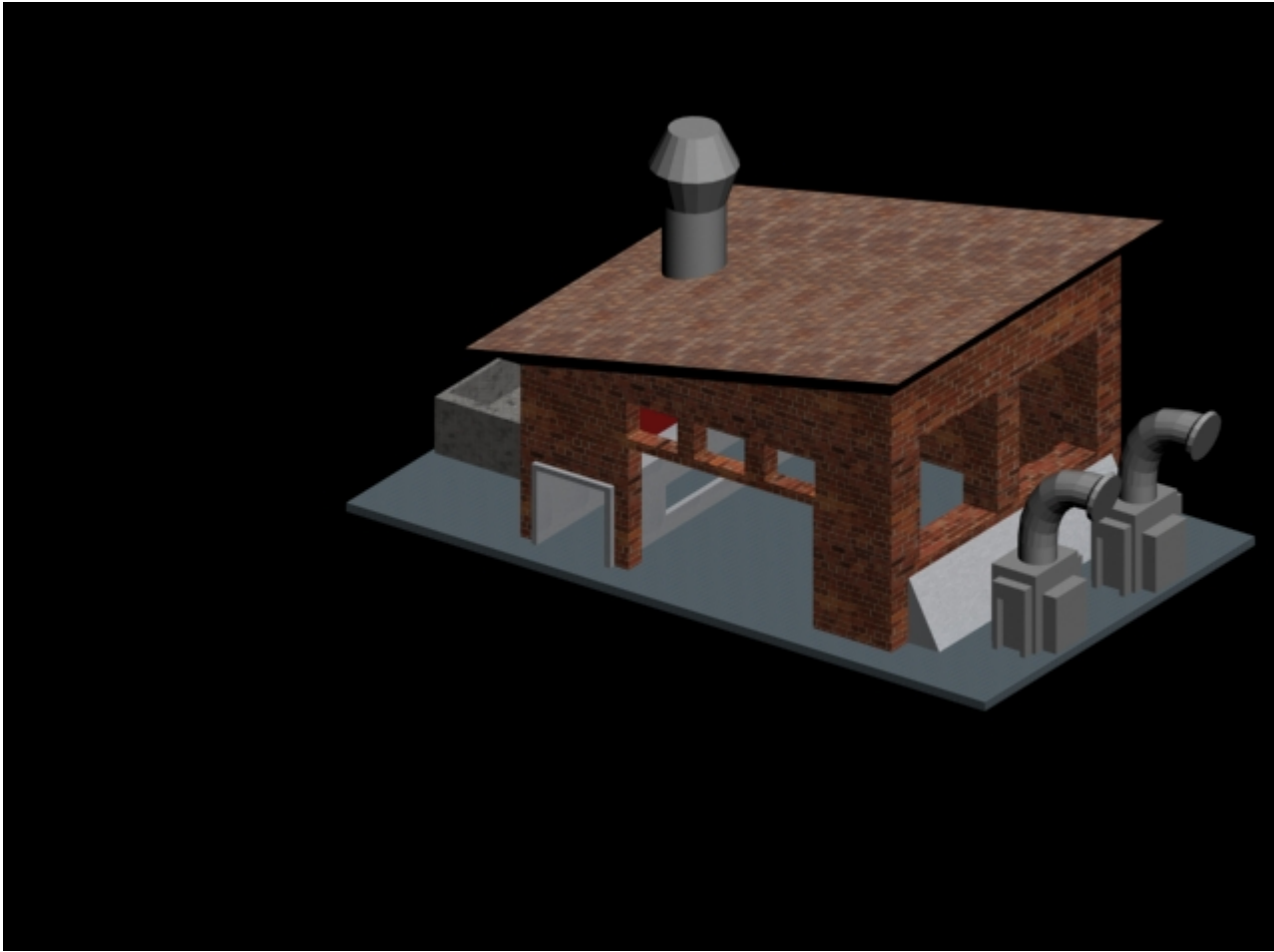
My first try to make a own Pistol:

File Attachments

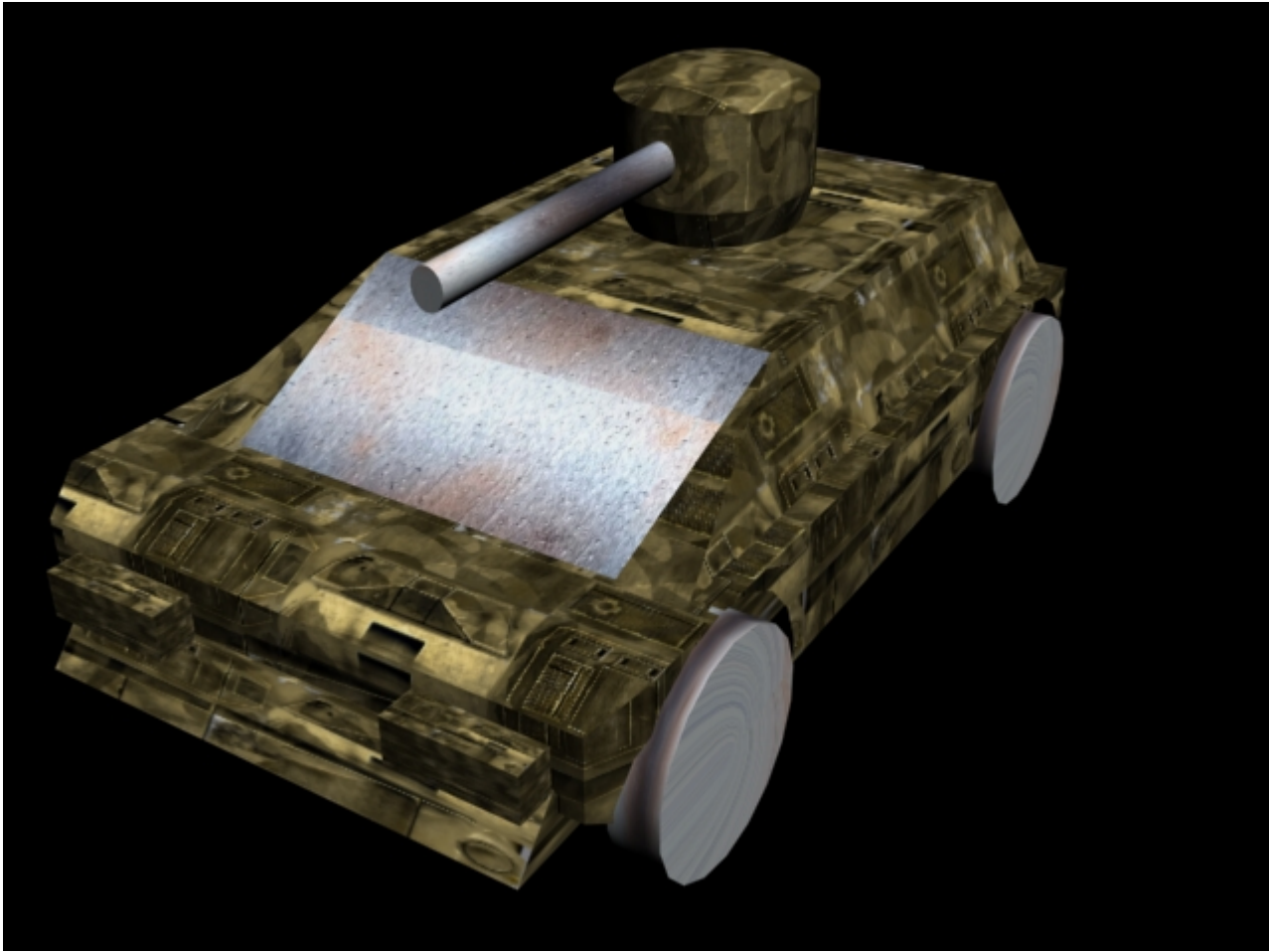
1) [Wreck.jpg](#), downloaded 431 times



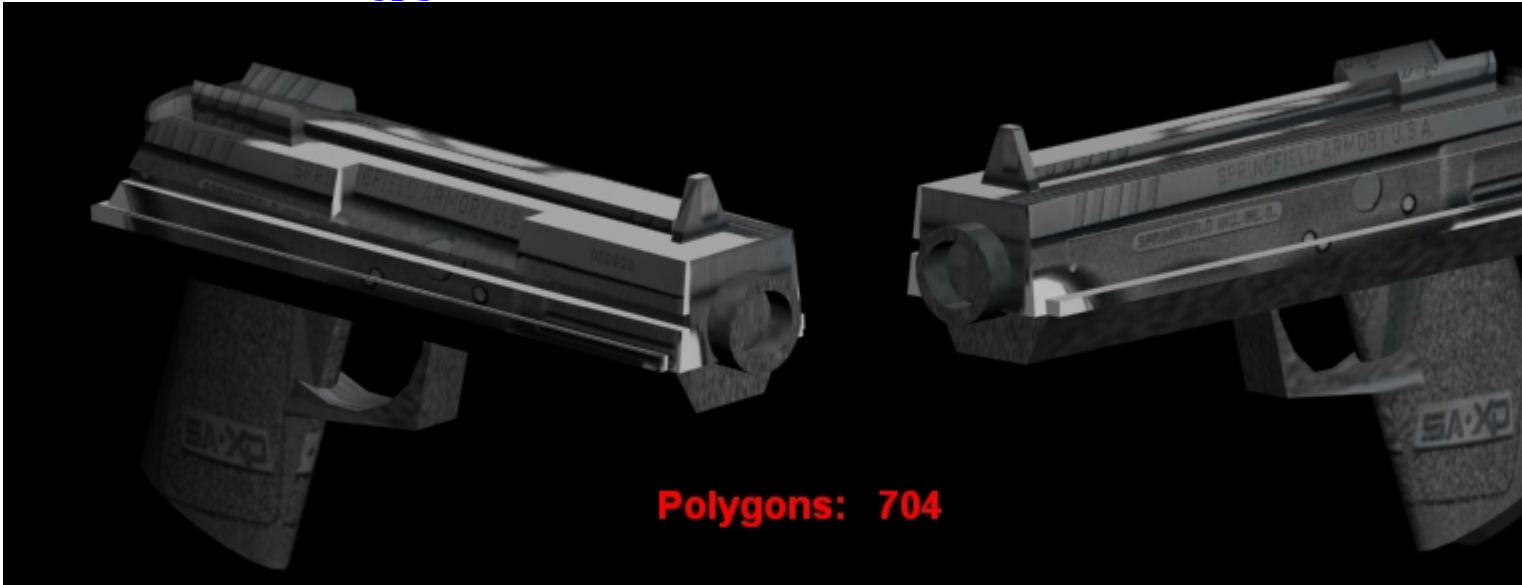
2) [First_Factory .jpg](#), downloaded 430 times



3) [TankCar.jpg](#), downloaded 439 times



4) [First_Pistol.jpg](#), downloaded 409 times



Subject: Re: Rate my Pistol :D

Posted by [mrÅ£Ä§Ä-z](#)

on Sat, 19 Jul 2008 23:01:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

For these 6 Days i think im pretty good, my favourite Model is the Factory

Subject: Re: Rate my Pistol :D

Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 23:01:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

10/10

Nice job.

Wow, you really got into modeling

Keep up the great work!

Subject: Re: Rate my Models :D

Posted by [IronWarrior](#) on Sat, 19 Jul 2008 23:14:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not bad, I like the tank model and pistol.

Subject: Re: Rate my Models :D

Posted by [nopol10](#) on Sun, 20 Jul 2008 02:01:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Pistol looks nice.

Subject: Re: Rate my Models :D

Posted by [Starbuzz](#) on Sun, 20 Jul 2008 03:09:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good job man keep going...

Subject: Re: Rate my Models :D

Posted by [_SSnipe_](#) on Sun, 20 Jul 2008 04:23:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

there all aswome as fuck

Subject: Re: Rate my Models :D

Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 04:41:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good thing i'm here and i help him sometimes. Well not all the time, cuz i'm busy

Subject: Re: Rate my Models :D
Posted by [bisen11](#) on Sun, 20 Jul 2008 05:52:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty good, keep at it.

Subject: Re: Rate my Models :D
Posted by [LR01](#) on Sun, 20 Jul 2008 16:25:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)

Subject: Re: Rate my Models :D
Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 17:08:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

LR01 wrote on Sun, 20 July 2008 12:25yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)
He needs to use the "Smooth Modifier" tool. When you Extrude stuff, the new part that are added arent smooth. So he needs to use "Smooth Modifier" tool to make them smooth. I use it all the time

Subject: Re: Rate my Models :D
Posted by [cpjok](#) on Sun, 20 Jul 2008 17:23:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice work

Subject: Re: Rate my Models :D
Posted by [Dreganius](#) on Wed, 23 Jul 2008 13:35:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make a Python Revolver replacement and you'll get many people around here offering you e-blowjobs.

Make a Crossbow replacement for the Ramjet and you'll have even more.

Not bad work mate

Subject: Re: Rate my Models :D
Posted by [GEORGE ZIMMER](#) on Wed, 23 Jul 2008 14:06:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

No offense, but alot of it actually does look like it's just shapes plopped on top of eachother.

The destroyed building piece is just a mess of polygons- Even if it IS meant to be destroyed, you should think about how exactly it got destroyed and such.

Subject: Re: Rate my Models :D
Posted by [mrÅ£ÅŞÄ-z](#) on Wed, 23 Jul 2008 15:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im new to modeling.. and i want to save polys because most renegade players dont have a good PC

Subject: Re: Rate my Models :D
Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 15:42:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 23 July 2008 11:32Im new to modeling.. and i want to save polys because most renegade players dont have a good PC
My GDI Anti Air is 1250 polygons, can people handle that?

Subject: Re: Rate my Models :D
Posted by [Sn1per74*](#) on Wed, 23 Jul 2008 15:45:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

That destroyed building is an optical illusion... i was looking at the top box backwards and was totally confused...

Subject: Re: Rate my Models :D
Posted by [nope.avi](#) on Wed, 23 Jul 2008 16:03:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice My favourite is the pistol.
