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Subject: Modeling III project

Posted by [Aircraftkiller](#) on Sun, 28 Sep 2008 07:42:50 GMT

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Someone might be interested here... I didn't finish this for my modeling II class, mostly because I made the mistake of working on it at render quality instead of game quality, but it's getting done and I think over this week I'll have the car body finished. Modeling III is about taking an object and showing how it works, so I've been making the car with the doors already cut out, etc... I plan for an interior and maybe the 3800 Series II engine if time permits.

I'll start with what I worked on first, the Impala logo:

Then there's the 17" diamond cut alloy rims.

Here's where I am so far:

There's a lot left to do... It'll look pretty decent when I finish.

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Subject: Re: Modeling III project

Posted by [Veyrdite](#) on Sun, 28 Sep 2008 08:03:41 GMT

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Holo moly! That's awesome! Can I drive it when you're done?

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Subject: Re: Modeling III project

Posted by [CarrierII](#) on Sun, 28 Sep 2008 17:17:08 GMT

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Holy shit. I wish I could do art like that.

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Subject: Re: Modeling III project  
Posted by [archerman](#) on Sun, 28 Sep 2008 17:26:07 GMT  
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CarrierII wrote on Sun, 28 September 2008 20:17Holy shit. I wish I could do art like that.

everyone can do art like that. just want it, and work hard for it, because its not that easy.

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Subject: Re: Modeling III project  
Posted by [sadukar09](#) on Sun, 28 Sep 2008 17:29:02 GMT  
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archerman wrote on Sun, 28 September 2008 12:26CarrierII wrote on Sun, 28 September 2008 20:17Holy shit. I wish I could do art like that.

everyone can do art like that.

Go do it then.

Nice ACK, how long before you can fully finish it? Make a big version so I can have it for my background. :>

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Subject: Re: Modeling III project  
Posted by [Aircraftkiller](#) on Sun, 28 Sep 2008 18:40:15 GMT  
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I'm trying to get it done by the next Monday because classes start for me 8 AM on Tuesday morning and run for another three months until Christmas break.

Thanks for the replies. If the model were real, I'd let you drive it, but since I'm buying this car eventually I don't think I'm letting anyone but me drive it. I had a plan to burn out of my college with my degree in my hand as I graduate.

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Subject: Re: Modeling III project  
Posted by [CarrierII](#) on Sun, 28 Sep 2008 18:49:51 GMT  
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(And crash into the tree and look a fool)

lol. I'm not normally one for pictures of cars, but when you finish, I would appreciate it if you posted a render.

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Subject: Re: Modeling III project  
Posted by [Aircraftkiller](#) on Wed, 01 Oct 2008 07:15:47 GMT  
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I'm getting done, slowly. I'd say I'm about 60% done on the exterior, there's some trim left I have to finish but that's about it.

Reference:

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Subject: Re: Modeling III project  
Posted by [thrash300](#) on Wed, 01 Oct 2008 08:11:20 GMT  
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archerman wrote on Sun, 28 September 2008 12:26CarrierII wrote on Sun, 28 September 2008 20:17Holy shit. I wish I could do art like that.

everyone can do art like that. just want it, and work hard for it, because its not that easy.

You can hire someone to do it for you but then you wouldn't be doing it.

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Subject: Re: Modeling III project  
Posted by [Muad Dib15](#) on Sun, 12 Oct 2008 13:52:07 GMT  
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Slight bump, I know sorry.

Could you please tell me, HOW DO YOU FRIGGING GET THOSE REFERENCE PICTURES UP??!!!! not yelling at you, just frusturated with 3ds max 2009.

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Subject: Re: Modeling III project  
Posted by [Aircraftkiller](#) on Sun, 12 Oct 2008 21:39:22 GMT  
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I haven't done anything with Renegade in years.. The references are done by using a plane which you apply the images to.

I probably won't be doing this for modeling 3.. It's a lot more time intensive than I thought the model would be, so I'm going to do a different project for that class. I will finish the car eventually as I get spare time. This is as far as I've gotten, I have the third brake light installed and the front bumper trim placed, along with the bumper extensions for both ends of the car.

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Subject: Re: Modeling III project  
Posted by [Scrin](#) on Sat, 18 Oct 2008 19:40:52 GMT  
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Aircraftkiller wrote on Sun, 12 October 2008 16:39I haven't done anything with Renegade in years.. The references are done by using a plane which you apply the images to.

well, the car model is nice, but im hope you once agin start to mod ren and create maps (sad what you are leave ren)