
Subject: [Model Replacement] Steel bar
Posted by [crysis992](#) on Wed, 11 Nov 2009 13:56:05 GMT
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This is my second model ever.
I know its not a perfect skin

Video: <http://www.youtube.com/watch?v=5ZHHVQOkvvE>

Note: This model have no Damage stages!!

File Attachments

1) [Steelbar.zip](#), downloaded 256 times

Subject: Re: [Model Replacement] Steel bar
Posted by [ErroR](#) on Wed, 11 Nov 2009 14:05:52 GMT
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it's ok, but i hate the shine thing

Subject: Re: [Model Replacement] Steel bar
Posted by [Di3HardNL](#) on Wed, 11 Nov 2009 15:27:36 GMT
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It looks like a funky disco from the outside its cool

Subject: Re: [Model Replacement] Steel bar
Posted by [Omar007](#) on Wed, 11 Nov 2009 16:31:06 GMT
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Pretty GJ

Although im not really for shinny things

Subject: Re: [Model Replacement] Steel bar
Posted by [Spyder](#) on Wed, 11 Nov 2009 19:41:32 GMT
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I think it's dead ugly...Sorry

Subject: Re: [Model Replacement] Steel bar

Posted by **GEORGE ZIMMER** on Wed, 11 Nov 2009 20:47:58 GMT

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Way too fucking shiny. Why the hell does everyone think throwing reflective surfaces and bloom on everything makes it look good? IT DOESN'T.

Also, why change up the materials...? Kinda dumb.

Subject: Re: [Model Replacement] Steel bar

Posted by **crysis992** on Wed, 11 Nov 2009 20:57:31 GMT

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GEORGE ZIMMER wrote on Wed, 11 November 2009 14:47Way too fucking shiny. Why the hell does everyone think throwing reflective surfaces and bloom on everything makes it look good? IT DOESN'T.

Also, why change up the materials...? Kinda dumb.

because i like it shiny? and i released this for the guys who like this skin.

If you dont like it then dont download it. lol

And it looks better if i change the materials.

Sorry its just an example

If Di3HardNL change any material at his interiors all say "oh "awesome skin . . .

Subject: Re: [Model Replacement] Steel bar

Posted by **Spyder** on Wed, 11 Nov 2009 21:56:35 GMT

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crysis992 wrote on Wed, 11 November 2009 21:57GEORGE ZIMMER wrote on Wed, 11 November 2009 14:47Way too fucking shiny. Why the hell does everyone think throwing reflective surfaces and bloom on everything makes it look good? IT DOESN'T.

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And it looks better if i change the materials.

Sorry its just an example
If Di3HardNL change any material at his interiors all say "oh "awesome skin . . .

Not me, I don't even like most of his stuff.

Subject: Re: [Model Replacement] Steel bar
Posted by [Good-One-Driver](#) on Wed, 11 Nov 2009 22:01:13 GMT
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really nice model i like it

Subject: Re: [Model Replacement] Steel bar
Posted by [Altzan](#) on Wed, 11 Nov 2009 22:47:38 GMT
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Great, even more "if you don't like it" junk.

If you don't like his critique, don't reply to it then.

On topic, I do like how it looks, especially the lights around the edges.

Subject: Re: [Model Replacement] Steel bar
Posted by [GEORGE ZIMMER](#) on Wed, 11 Nov 2009 23:19:52 GMT
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crysis992 wrote on Wed, 11 November 2009 14:57GEORGE ZIMMER wrote on Wed, 11 November 2009 14:47Way too fucking shiny. Why the hell does everyone think throwing reflective surfaces and bloom on everything makes it look good? IT DOESN'T.

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And it looks better if i change the materials.

Sorry its just an example
If Di3HardNL change any material at his interiors all say "oh "awesome skin . . .

For one, his generally have a theme to it rather than random lights, dazzle effects, and overly bloomed/shiny bullshit.

Two, if you don't like critique, don't post.

Subject: Re: [Model Replacement] Steel bar
Posted by [Reaver11](#) on Thu, 12 Nov 2009 00:02:04 GMT
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For Crysis ->

There will always be persons that have critique or dont like the theme thats the way it is.

What you can do is ignore it or ask what they would change on the thing you have released. Deal with it positively.

Turn the critique in your favor.

All I'm saying is don't expect everyone to hand out a basket of biscuits everytime you release an object.

And sometimes critique helps you to improve your models.

Now back on topic:

Personnaly it's not my taste.
But still you did a nice job.
Only I think there are parts you might want to check out or improve.

On the first picture you see the light 'merging' in the door corner. Which is lighting the loose polygons.

What you can do is combine the meshes and make one big uvwmap or make something like a hub\cover for the corner pieces.

Also the main reason I'm not fun of shiny stuff is that it lights up the polygon lines a lot. I'm not sure if I got close to it but I think I can see them.

I hope this helps you a bit

Subject: Re: [Model Replacement] Steel bar
Posted by [IAmFenix](#) on Thu, 12 Nov 2009 01:34:56 GMT
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Omar007 wrote on Wed, 11 November 2009 10:31Pretty GJ

Although im not really for shinny things
Agreed.

Subject: Re: [Model Replacement] Steel bar
Posted by [Gen_Blacky](#) on Thu, 12 Nov 2009 07:40:06 GMT
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good work but the reflection looks horrible.

Subject: Re: [Model Replacement] Steel bar
Posted by [crys992](#) on Thu, 12 Nov 2009 12:17:59 GMT
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Gen_Blacky wrote on Thu, 12 November 2009 01:40good work but the reflection looks horrible.

nah ok ^^ next time i release it with and without reflections

Subject: Re: [Model Replacement] Steel bar
Posted by [ErroR](#) on Thu, 12 Nov 2009 12:48:33 GMT
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crys992 wrote on Thu, 12 November 2009 14:17Gen_Blacky wrote on Thu, 12 November 2009 01:40good work but the reflection looks horrible.

nah ok ^^ next time i release it with and without reflections

but i think you can weld all the vertexes together and get a smooth reflection

Subject: Re: [Model Replacement] Steel bar
Posted by [Gen_Blacky](#) on Thu, 12 Nov 2009 17:14:16 GMT
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ErroR wrote on Thu, 12 November 2009 06:48crys992 wrote on Thu, 12 November 2009 14:17Gen_Blacky wrote on Thu, 12 November 2009 01:40good work but the reflection looks horrible.

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but i think you can weld all the vertexes together and get a smooth reflection
