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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Mon, 14 Jul 2003 01:30:25 GMT

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Not much but im a bit rusty

i used to could model a tank in 5 flat

any suggestions

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Subject: AK47 WIP

Posted by [Dishman](#) on Mon, 14 Jul 2003 01:35:48 GMT

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it's alright, did you make it the 'outline and extrude' way?

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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Mon, 14 Jul 2003 01:37:05 GMT

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most but i ran into a few probs and had to model a few parts

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Subject: AK47 WIP

Posted by [mike9292](#) on Mon, 14 Jul 2003 01:39:46 GMT

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it looks nice

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Subject: AK47 WIP

Posted by [Sir Phoenixx](#) on Mon, 14 Jul 2003 01:42:48 GMT

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At least it kind of resembles an ak-47.

Suggestions... ALOT MORE DETAIL. And if the part on the ak is round, make it out of a cylinder...

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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Mon, 14 Jul 2003 01:45:11 GMT

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thanks for the photo my other one wasnt that clear

but the after i finish the textures will add most of the detail

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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Mon, 14 Jul 2003 02:44:32 GMT

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btw whats a good poly limit right now im almsot at 700

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Subject: AK47 WIP

Posted by [Sir Phoenixx](#) on Mon, 14 Jul 2003 16:32:36 GMT

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For the 1st person model, around 1000 or less is a good number.

For the 3rd person model, around 200 or less.

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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Mon, 14 Jul 2003 16:33:50 GMT

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i was just planning to rotate and fit it to both.

hmmmm

would it be ok if i jsut removed some sides for the one that 3rd person?

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Subject: AK47 WIP

Posted by [ohmybad](#) on Mon, 14 Jul 2003 17:09:39 GMT

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A bit blocky but I think a good skin will fix it.

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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Mon, 14 Jul 2003 17:26:54 GMT

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ive done a lot to it since those pics

ill upload it soon

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Subject: AK47 WIP

Posted by [Sir Phoenixx](#) on Mon, 14 Jul 2003 17:40:38 GMT

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1. Make the fore grip more curved. (Give it a "U" shape.)
  2. Instead of making all of the gun out of many different shapes, try to use extrude when and where ever possible.
  3. The top of the gun (the main part, the black area) should be rounded.
  4. Make the pistol grip more curved.
  5. The trigger gaurd should be rectangular, not flat.
  6. You're missing the iron sights.
  7. On the barrel, where it goes from narrow, to wider, and back to narrow at the end: That wider part should be alot shorter.
  8. The butt stock needs to be more curved.
- 

Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Wed, 16 Jul 2003 01:42:38 GMT

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the textures gonna be the detail

btw updated pics

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Subject: AK47 WIP

Posted by [Sir Phoenixx](#) on Wed, 16 Jul 2003 01:57:03 GMT

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lol... I don't see any improvement over the previous one. Actually, you did "#7" backwards.

Those suggestions in the below quote which aren't marked with a "\*" weren't done and should be.

- Sir Phoenixx
1. Make the fore grip more curved. (Give it a "U" shape.)
  2. Instead of making all of the gun out of many different shapes, try to use extrude when and where ever possible.
  3. The top of the gun (the main part, the black area) should be rounded.
  4. Make the pistol grip more curved.

5. The trigger gaurd should be rectangular, not flat.
  6. You're missing the iron sights.
  7. On the barrel, where it goes from narrow, to wider, and back to narrow at the end: That wider part should be alot shorter.
  8. The butt stock needs to be more curved.
- 

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Subject: AK47 WIP  
Posted by [xSeth2k2x](#) on Wed, 16 Jul 2003 01:59:40 GMT  
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curves = high polys<

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Subject: AK47 WIP  
Posted by [Sir Phoenixx](#) on Wed, 16 Jul 2003 02:12:01 GMT  
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Actually, adding a little curves would in no way add enough polygons to a model for it to be considered high polygon (That is if you do it right)...

Doing this would probably add no more than around 20 polygons per object.

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Subject: AK47 WIP  
Posted by [Wild1](#) on Wed, 16 Jul 2003 02:19:44 GMT  
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You might want to try modeling the AK-74. Its the newer model.

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Subject: AK47 WIP  
Posted by [xSeth2k2x](#) on Wed, 16 Jul 2003 02:57:06 GMT  
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Where might i find a pic?

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Subject: AK47 WIP  
Posted by [Sir Phoenixx](#) on Wed, 16 Jul 2003 03:12:37 GMT  
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[http://www.sovietarmy.com/small\\_arms/ak-74.html](http://www.sovietarmy.com/small_arms/ak-74.html)

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Subject: AK47 WIP

Posted by [xSeth2k2x](#) on Wed, 16 Jul 2003 19:02:58 GMT

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my source pic was an ak74 though  
i cant see a signiffecant differnce though

<http://www.alexanderjason.com/snipercase3.htm>

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