
Subject: Renegade Alert AK-47
Posted by [boma57](#) on Thu, 21 Aug 2003 16:35:02 GMT
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I wanted to be fancy...so sue me.

Subject: Renegade Alert AK-47
Posted by [Skier222](#) on Thu, 21 Aug 2003 16:43:25 GMT
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nice i like it.

u just had to have it spin didnt u? :rolleyes: :rolleyes:

Subject: Renegade Alert AK-47
Posted by [boma57](#) on Thu, 21 Aug 2003 16:53:35 GMT
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Here's a non-spinning image, then

Subject: Renegade Alert AK-47
Posted by [Wild1](#) on Thu, 21 Aug 2003 16:59:09 GMT
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Now THAT'S an AK-47

Subject: Renegade Alert AK-47
Posted by [OrcaPilot26](#) on Thu, 21 Aug 2003 17:04:15 GMT
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hmmm, It kinda looks like a board that's been cut into the shape of an AK-47.

Subject: Renegade Alert AK-47
Posted by [Laser2150](#) on Thu, 21 Aug 2003 17:07:00 GMT
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the front looks nice with all the detail on the barrel. I must say the back scares me though.

Subject: Renegade Alert AK-47
Posted by [boma57](#) on Thu, 21 Aug 2003 17:14:51 GMT
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OrcaPilot26hmmm, It kinda looks like a board that's been cut into the shape of an AK-47.

Give me tips on where to make it better.

I was trying to cut the polys down, it's already 963, so I didn't model each individual button and dial.

Subject: Renegade Alert AK-47
Posted by [Laser2150](#) on Thu, 21 Aug 2003 17:16:19 GMT
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make the back more round, just a little. but some some model detail on the middle part.

Subject: Renegade Alert AK-47
Posted by [Havoc 89](#) on Thu, 21 Aug 2003 17:25:44 GMT
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ummm... looks a but boxy. whats the poly count on that?

Subject: Renegade Alert AK-47
Posted by [General Havoc](#) on Thu, 21 Aug 2003 17:29:48 GMT
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963

Subject: Renegade Alert AK-47
Posted by [boma57](#) on Thu, 21 Aug 2003 17:31:58 GMT
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Havoc 89ummm... looks a but boxy. whats the poly count on that?

963, but most of it's in the muzzle.

Don't just tell me generally what the entire model is, tell me specifically what you think looks bad

so I can fix it.

Subject: Renegade Alert AK-47
Posted by [mike9292](#) on Thu, 21 Aug 2003 18:01:49 GMT
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try chamfering it a bit but it does look very good

Subject: Renegade Alert AK-47
Posted by [xSeth2k2x](#) on Thu, 21 Aug 2003 18:20:41 GMT
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it looks great!

only 1 thing the 3d texture on it with the flatness of some of the parts kind of makes it look like the texture was glued on. chamfer a few parts and maybe make some parts move out a little

Subject: Renegade Alert AK-47
Posted by [TheMouse](#) on Thu, 21 Aug 2003 19:29:57 GMT
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nice job!

Subject: Renegade Alert AK-47
Posted by [maytridy](#) on Thu, 21 Aug 2003 19:40:44 GMT
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Looks great, just make the butt less boxy.

Subject: Renegade Alert AK-47
Posted by [Havoc 89](#) on Thu, 21 Aug 2003 19:46:05 GMT
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963 for that??? damn... it looks like around 400

Subject: Renegade Alert AK-47
Posted by [Laser2150](#) on Thu, 21 Aug 2003 19:47:39 GMT
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i think they could make it 400

Subject: Renegade Alert AK-47
Posted by [boma57](#) on Thu, 21 Aug 2003 20:26:18 GMT
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Havoc 89963 for that??? damn... it looks like around 400

It's all in the muzzle, which you can't really notice in the images. You can see it ingame though, and what you can't see ingame is the back, what everybody's been saying wasn't detailed enough.

Renegade can handle ~1000 polys smoothly for a first person weapon. I could make the back better, but why should I waste polys on detailing a part of the model that won't be seen?

For the third person model, I'm going to have to cut down the polys in the muzzle, and I'll move some of them to the back when it makes sense, because they'll be visible.

Subject: Renegade Alert AK-47
Posted by [Laser2150](#) on Thu, 21 Aug 2003 20:38:08 GMT
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people can still see the trigger and above it. that area needs some detail.

Subject: Renegade Alert AK-47
Posted by [Ferhago](#) on Thu, 21 Aug 2003 22:48:42 GMT
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I thought the ren alert team was doing weapon models LAST

Subject: Renegade Alert AK-47
Posted by [mike9292](#) on Thu, 21 Aug 2003 23:26:31 GMT
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i thought the ren alert team is on the last

Subject: Renegade Alert AK-47
Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 23:31:00 GMT
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Ferhagol thought the ren alert team was doing weapon models LAST

So if we're doing them last, which means we're doing them right now, what's that tell you?

Think about it, chief.

Subject: Re: Renegade Alert AK-47
Posted by [xSeth2k2x](#) on Fri, 22 Aug 2003 00:02:03 GMT
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TaximesI wanted to be fancy...so sue me.

how do u get it to spin like that?

Subject: Renegade Alert AK-47
Posted by [Aurora](#) on Fri, 22 Aug 2003 00:18:51 GMT
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Very nice. I can't wait to fire it.

Subject: Re: Renegade Alert AK-47
Posted by [boma57](#) on Fri, 22 Aug 2003 01:00:55 GMT
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xSeth2k2xhow do u get it to spin like that?

I originally modelled and textured it in RenX, so I had to import it into 3DSMax, then animate it. From there, export as a video file, then open it in a GIF editor.

Subject: Re: Renegade Alert AK-47
Posted by [xSeth2k2x](#) on Fri, 22 Aug 2003 01:56:35 GMT
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TaximesxSeth2k2xhow do u get it to spin like that?

I originally modelled and textured it in RenX, so I had to import it into 3DSMax, then animate it. From there, export as a video file, then open it in a GIF editor.

may sound stupid but.....where is th eexport as vido in 3dsmax

Subject: Re: Renegade Alert AK-47

Posted by [boma57](#) on Fri, 22 Aug 2003 02:06:22 GMT

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xSeth2k2xTaximesxSeth2k2xhow do u get it to spin like that?

I originally modelled and textured it in RenX, so I had to import it into 3DSMax, then animate it. From there, export as a video file, then open it in a GIF editor.

may sound stupid but.....where is th eexport as vido in 3dsmax

Click the render button, select the range of frames you want to export, make sure Save File box is checked, and save it to wherever you want as an video file, then render.

Subject: Re: Renegade Alert AK-47

Posted by [OrcaPilot26](#) on Fri, 22 Aug 2003 02:13:37 GMT

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Taximes

I originally modelled and textured it in RenX, so I had to import it into 3DSMax, then animate it. From there, export as a video file, then open it in a GIF editor.

seems complicated

you can get an animated image from the w3d veiwer if you use the F7 key(screenshot) then do a batch conversion of the screenshots to .gif and animate them.

that doesn't seem much less complicated

Subject: Renegade Alert AK-47

Posted by [Griever92](#) on Fri, 22 Aug 2003 08:22:02 GMT

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Laser2150make the back more round, just a little. but some some model detail on the middle part.

I agree here with Laser, The stock needs to be more rounded on the edges and the midsection needs a bit more detail. Overall, it's a great model.

Subject: Re: Renegade Alert AK-47

Posted by [boma57](#) on Fri, 22 Aug 2003 15:12:46 GMT

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OrcaPilot26Taximes

I originally modelled and textured it in RenX, so I had to import it into 3DSMax, then animate it. From there, export as a video file, then open it in a GIF editor.

seems complicated

you can get an animated image from the w3d veiwer if you use the F7 key(screenshot) then do a batch conversion of the screenshots to .gif and animate them.

that doesn't seem much less complicated

Well it is not, if I'm understanding you correctly

Take 360 screenshots (or less, depending on how "smooth" you want the rotation to be) and then string them together? All you have to do my way is animate, save it as a movie, then convert the movie to a gif. I could do it in under 60 seconds if the model was already made.

I only had to use 3DSMax because it has the ability to render, while GMax does not.

Subject: Renegade Alert AK-47

Posted by [xSeth2k2x](#) on Fri, 22 Aug 2003 16:01:56 GMT

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yes taxime's way is 10 times easier.....tried it myself

go to render set the frames

set an output folder and file name...render open on Animation shop join em and save

Subject: Renegade Alert AK-47

Posted by [Ferhago](#) on Fri, 22 Aug 2003 23:20:01 GMT

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AircraftkillerSo if we're doing them last, which means we're doing them right now, what's that tell you?

Think about it, chief.

Yay

Subject: Renegade Alert AK-47

Posted by [boma57](#) on Sat, 23 Aug 2003 01:12:41 GMT

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Just so everyone knows, I'm updating the model now based on everyone's suggestions. Might be done tonight, but I have to retexture it and that'll take longer than the touchups themselves.
