Subject: .:: Tank (Unamed) WIP::.
Posted by xSeth2k2x on Tue, 02 Sep 2003 00:06:12 GMT
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792 polys(Dishes Optimized)

i havent deleted any hidden faces or anything but i bet that'll bring it down a bit.

Still need to add wheels......the thing to hodl the main dish and texturing and a few more details

the little mini dish for for communications and "Radio"
and the big one is the weapon itself

Subject: .:: Tank (Unamed) WIP::.
Posted by Gernader8 on Tue, 02 Sep 2003 00:30:19 GMT
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Reminds me of the mobile EMP tank from TS.

Subject: .:: Tank (Unamed) WIP::.
Posted by Laser2150 on Tue, 02 Sep 2003 00:59:18 GMT
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It does

But it still it cool.

Subject: .:: Tank (Unamed) WIP::.
Posted by Majiin Vegeta on Tue, 02 Sep 2003 01:10:54 GMT
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thats looks kewl

can anyone tell me how you make models

Subject: .:: Tank (Unamed) WIP::.
Posted by ohmybad on Tue, 02 Sep 2003 01:16:26 GMT
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reminds me of the radar vehicle from warzone 2100 (if you've ever played it).

Subject: .:: Tank (Unamed) WIP::.
Posted by xSeth2k2x on Tue, 02 Sep 2003 02:44:22 GMT
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ohmybadreminds me of the radar vehicle from warzone 2100 (if you've ever played it).

your about the 10th person who has said that.

i need to make that main one look mor elike a weapon

Subject: .:: Tank (Unamed) WIP::.
Posted by Doitle on Tue, 02 Sep 2003 11:49:30 GMT
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If you want it to look more like a weapon, you should change the middle column coming from the center. Make it unsymetrical and pointed at the tip. Something to differentiate this dish from all others.

Subject: .:: Tank (Unamed) WIP::.
Posted by xSeth2k2x on Wed, 03 Sep 2003 22:43:00 GMT
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hmmm i sitllo cant figure out what to hold down the dish