Subject: Re: Weapon model dissapering w3d
Posted by Mad Ivan on Mon, 12 Jun 2006 17:59:53 GMT
View Forum Message <> Reply to Message

Mad Ivan wrote on Mon, 12 June 2006 15:15
I see some polygons, that are simply wrong on his Milkshape screenshot. There are strange bends in some areas, meaning that there could be ugly overlapping edges or messed up verticles on that model. Perhaps, thats the reason the model won't export right in *.3DS .

Thats your problem.
You need to fix the following on your model:

If you compare that to your first Milkshape Render, you'll see that the circled areas have polygons, that grade to black (i am not sure if thats how you use the word "grade" for colors but i think you get the point), meaning that something ain't right with your polys/edges/verticles.

In the red areas i suggest using "chamfer vertex" or something simmilar.
This is as far as i can go, since i havent used MS3D in a long time. I hope i helped.

Still, keep us updated

File Attachments
1) GDI_AR1.jpg, downloaded 303 times