Subject: Re: More models by me - inside!
Posted by Sir Phoenixx on Sun, 06 Jul 2003 13:24:55 GMT
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PsycoArmySkyline

M2

Wolverine

Ok, first my opinion...

They suck. They're quite terrible. (Unless you are and have said you are new to modeling and just started less than a week ago, than it would say "They're not that bad, at least they kind of resemble what they were modeled after.")

You should search google and this forum for modeling tutorials, faqs, etc., they're needed.

Now, the advice.

When you show off your model (Rendered, or using the Print Screen button), select all of your objects in the scene, apply the "Smooth" modifier, by default it shows them flat shaded. Use this to show them off, it shows all of the detail.

When you model try to find a straight picture from the left/right of the object to put as the background in the viewport (alt+b), and get a couple pictures in your image editor so you can alt-tab back and forth to compare the looks.

You're missing the bolt/empty shell ejection port/iron sights/detail/etc. on the rifle.

And if you put an image (like that tank picture you showed above) as the background of the tank model, you can make it look like the tank in that picture. (And those "bumps" that you modeled on the sides of that tank are completely unnecessary, that can be done in the skin without actually modeling the bumps.)