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Subject: AT AT - Big Images not for dial up  
Posted by [Oblivion165](#) on Tue, 18 May 2004 15:02:48 GMT  
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Im not the best modeler, but heres my AT AT

Im not apart of A New Hope, i just made this for my own interest.

Deleted

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Subject: AT AT - Big Images not for dial up  
Posted by [Aimbots](#) on Tue, 18 May 2004 16:46:14 GMT  
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the legs need to be thicker, they look too thin, other than that, texture it and it should turn out quite well

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Subject: AT AT - Big Images not for dial up  
Posted by [gendres](#) on Tue, 18 May 2004 17:26:55 GMT  
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the "head" is too big

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Subject: AT AT - Big Images not for dial up  
Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 19:28:51 GMT  
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Yeah, the legs need a lot more size to them, the head is too big aand looks blocky and distorted, and the guns look kind of weird. If you go back and rework those parts, it should look pretty nice with a skin on it. By the way, how many polys is it?

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Subject: AT AT - Big Images not for dial up  
Posted by [Oblivion165](#) on Wed, 19 May 2004 08:20:46 GMT  
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Update 2

scaled the head down, chubbied the legs.

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Subject: AT AT - Big Images not for dial up  
Posted by [gendres](#) on Wed, 19 May 2004 13:47:08 GMT  
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here, this can help you out

bigger picture ->[http://510009990197-0003.bei.t-online.de/images/gallery\\_blueprint/at\\_at.jpg](http://510009990197-0003.bei.t-online.de/images/gallery_blueprint/at_at.jpg)

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Subject: AT AT - Big Images not for dial up  
Posted by [Spice](#) on Wed, 19 May 2004 20:32:32 GMT  
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\*me goes to make a model of the AT-ST and shots for 2000 poloys of less\*

Oblisvion I would point out alot of stuff that needs to be removed but there are too many things.  
Alot of stuff like the top of the leg models can be applied in a texture

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Subject: AT AT - Big Images not for dial up  
Posted by [Oblivion165](#) on Wed, 19 May 2004 20:58:17 GMT  
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Bltch Bitch Bitch

Its either not enough detail or too much.

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Subject: AT AT - Big Images not for dial up  
Posted by [SuperFlyingEngi](#) on Thu, 20 May 2004 00:08:37 GMT  
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Or maybe it's not enough detail in some places and irrelevant detail in others...

Not to be mean or anything, the model's a good start, but you need to partially remake it before you spend time texturing it. Like, the main torso area could be stretched height-wise, an the head needs to be re-made. Other than that, it's going good.

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