Subject: Red Alert Cruiser
Posted by rm5248 on Wed, 14 Dec 2005 00:32:24 GMT
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Yeah, so I'm really not a good 3D modeler, but I decided to try and model a bit more with Blender3D. So here's my attempt at an Allied Cruiser from Red Alert. And yes, I know that there's no anchor, no propellors, the bridge/midship part is not exactly the same as it was in-game, and that it's not perfectly flat. But I've never done much before, so I just wanted to know what you people thought.

http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r-good_front.jpg
http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r_good1.jpg
http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r_good2.jpg
http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r_good3.jpg
http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r_good4.jpg
http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r_good5.jpg
http://img.photobucket.com/albums/v635/rm5248/Renders/cruise r_good6.jpg

And FYI, this is the pretty much the only RA refrence that I used, I'm afraid that I had to steal the rest of the design from thi picture of the Bismarck.

Subject: Re: Red Alert Cruiser
Posted by PsycoArmy on Wed, 14 Dec 2005 01:37:44 GMT
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Dude theres alot of areas where it looks pretty dodgy, and many wasted poly if its ment to be low? The overall thing isnt that bad just needs a little work.

Subject: Re: Red Alert Cruiser
Posted by icedog90 on Wed, 14 Dec 2005 04:49:01 GMT
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It's pretty good. Blender is difficult to get used to if your native program is 3D Studio Max. It's sooo different.

Subject: Re: Red Alert Cruiser
Posted by bandie63 on Wed, 14 Dec 2005 11:16:25 GMT
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I use blender! Can you make .gmax or .w3d files with it? And how did you make those chains?

Subject: Re: Red Alert Cruiser

Posted by rm5248 on Wed, 14 Dec 2005 21:58:39 GMT
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Wasted polys? yeah, probably.   Though I don't know how to count the polys with Blender, so I'm not worrying about it.

And the chains, I just made a chain link with a cube I extruded into a rectangular shape, duplicated it, roated it along the X axis (or Y, depending on what you prefer) doubled it several times, and shrunk it down.

And as far as I know, you can't make .w3d or .gmax files with it. Or, for that matter, any file that GMAX will open. =/

Subject: Re: Red Alert Cruiser
Posted by danpaul88 on Wed, 14 Dec 2005 22:48:47 GMT
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If you can export to .3ds there is a 3DS importer for GMax

Subject: Re: Red Alert Cruiser
Posted by rm5248 on Thu, 15 Dec 2005 23:20:22 GMT
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danpaul88 wrote on Wed, 14 December 2005 16:48If you can export to .3ds there is a 3DS importer for GMax

http://67.22.114.230:8080/programming/blender/index.html <-- 3DS exporter, though it doesn't show up for me... Maybe I have to restart the computer...