
Subject: Looky

Posted by [Sn1per74*](#) on Thu, 07 Jun 2007 02:12:45 GMT

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Hey guys! Check this out. I got bored, so I created a cylinder and started extruding like crazy. Next thing you know I got a gun. Criticize please. How do I fix the butt so you can't see the edges? Suggestions and bashing are allowed!

File Attachments

1) [gun.bmp](#), downloaded 394 times

2) [Gun2.jpg](#), downloaded 688 times



Subject: Re: Looky

Posted by [Viking](#) on Thu, 07 Jun 2007 02:40:45 GMT

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Make a skin?

Subject: Re: Looky
Posted by [GrayWolf](#) on Thu, 07 Jun 2007 03:05:56 GMT
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maybe smoothing.

Subject: Re: Looky
Posted by [_SSnipe_](#) on Thu, 07 Jun 2007 03:29:25 GMT
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looks like one side is a gun and other side is rocket gun

Subject: Re: Looky
Posted by [Canadacdn](#) on Thu, 07 Jun 2007 03:33:51 GMT
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It looks like some kind of funky grenade launcher.

Subject: Re: Looky
Posted by [Sn1per74*](#) on Thu, 07 Jun 2007 20:18:24 GMT
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I also made a barn using oblivions tutorial and heres my finished producto.

File Attachments

- 1) [barn.bmp](#), downloaded 304 times
 - 2) [Barn2.bmp](#), downloaded 302 times
-

Subject: Re: Looky
Posted by [Zion](#) on Thu, 07 Jun 2007 20:25:49 GMT
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Mesh Smoothing, either in the Edit Mesh/Poly rollout or add the Smoothing modifier to it.

Subject: Re: Looky
Posted by [Oblivion165](#) on Thu, 07 Jun 2007 21:08:11 GMT
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Sn1per74(2) wrote on Thu, 07 June 2007 16:18: also made a barn using oblivions tutorial and heres my finished producto.

Rockin'! Looks way better than mine too

Subject: Re: Looky
Posted by [R315r4z0r](#) on Thu, 07 Jun 2007 21:23:27 GMT
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It doesn't have a handle.. or is it supposed to cause the user a great deal of pain due to loss of hand?

Looks good anyway.

Subject: Re: Looky
Posted by [Sn1per74*](#) on Thu, 07 Jun 2007 22:09:02 GMT
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The gun don't look too great. But, I was proud of myself cuz I never knew I could make something like that. Thats the other thing... I don't know where to put the handle. I got the butt smoothed out. Maybe next time I try it might come out a lil better. Thanks for the comment oblivion!

Subject: Re: Looky
Posted by [Cpo64](#) on Fri, 08 Jun 2007 08:48:52 GMT
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Set to vertex mode, select all vertexes, set vertex meld to 0.001, hit weld/meld (can't remember what they called it.)

Switch to poly mode, select all polygons, and hit "align poly faces" or whatever the button is called.

finally, with all polygons selected it, clear all smoothing. If you still want it to be smoothed, hit auto smooth, or do it yourself.

That should fix your funny shadows, if you understand anything I wrote...
