
Subject: youre first model

Posted by [mr£\\$Ä-z](#) on Mon, 01 Oct 2007 21:31:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey modelers i have a question, how long do u nedded to make ur first good/perfekt model? and can u post a pic of u first model? i like to learn modeling with gmax!

Subject: Re: youre first model

Posted by [HORQWER](#) on Mon, 01 Oct 2007 23:11:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

took me 3 days

took me 2 days

took me 5 days (O.o)

Subject: Re: youre first model

Posted by [AoBfrost](#) on Tue, 02 Oct 2007 01:13:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Took you three days? the pic itself says it was made by ferkat.

Off topic, but your not using the balbero start orb for vista transformation pack, thats why your start orb is cut off at the top.

Subject: Re: youre first model

Posted by [Ryu](#) on Tue, 02 Oct 2007 01:29:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

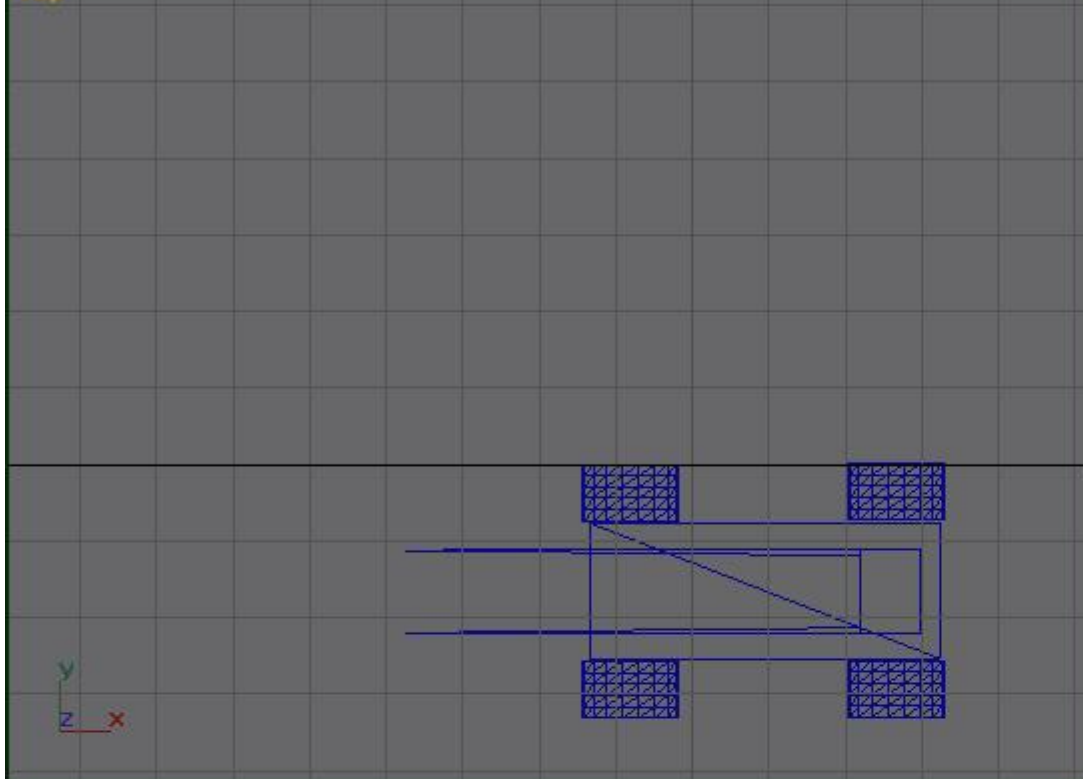
FTW!

File Attachments

1) [Copy of go-kart.jpg](#), downloaded 480 times



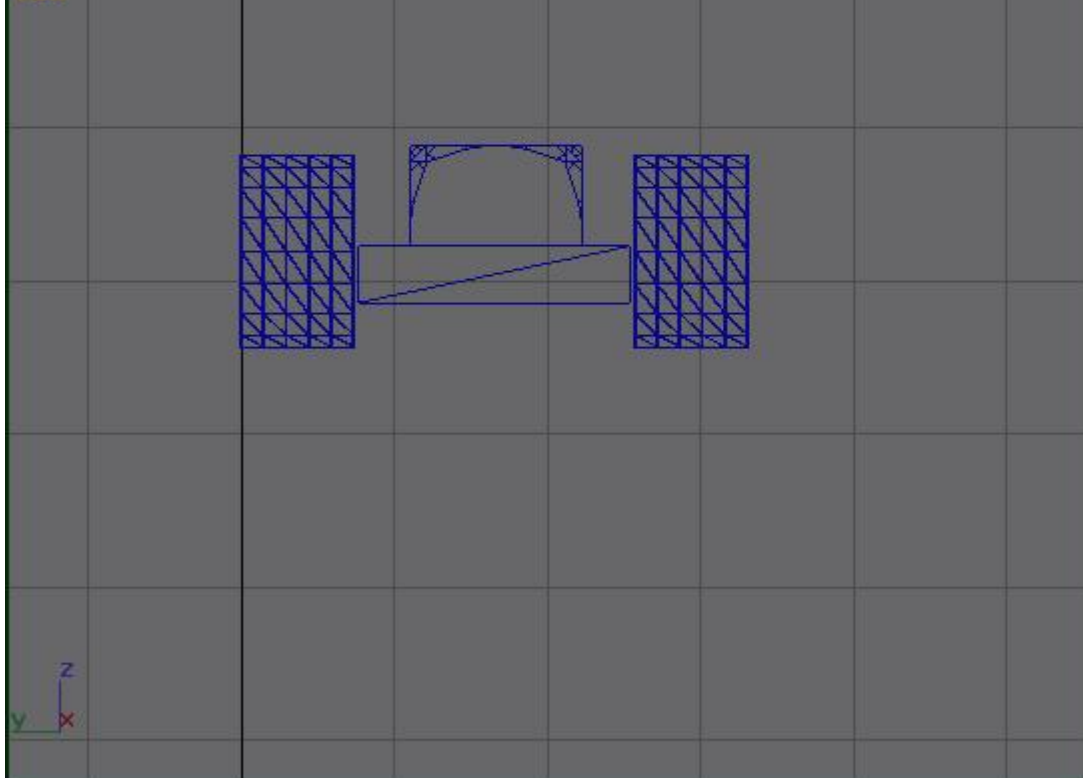
Top



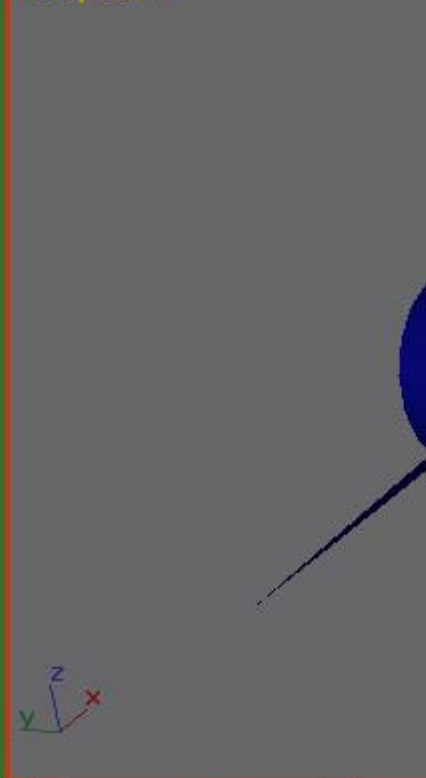
User



Left



Perspective



Subject: Re: youre first model
Posted by [Tunaman](#) on Tue, 02 Oct 2007 01:47:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made this cool monkey head. It had a bunch of polygons.. It was the only model I ever made
LOL

Subject: Re: youre first model
Posted by [mr£\\$z](#) on Tue, 02 Oct 2007 05:04:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow that was fast

Subject: Re: youre first model
Posted by [HORQWER](#) on Tue, 02 Oct 2007 10:32:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Tue, 02 October 2007 03:13 Took you three days? the pic itself says it was
made by ferkat.

Off topic, but your not using the balbero start orb for vista transformation pack, thats why your
start orb is cut off at the top.

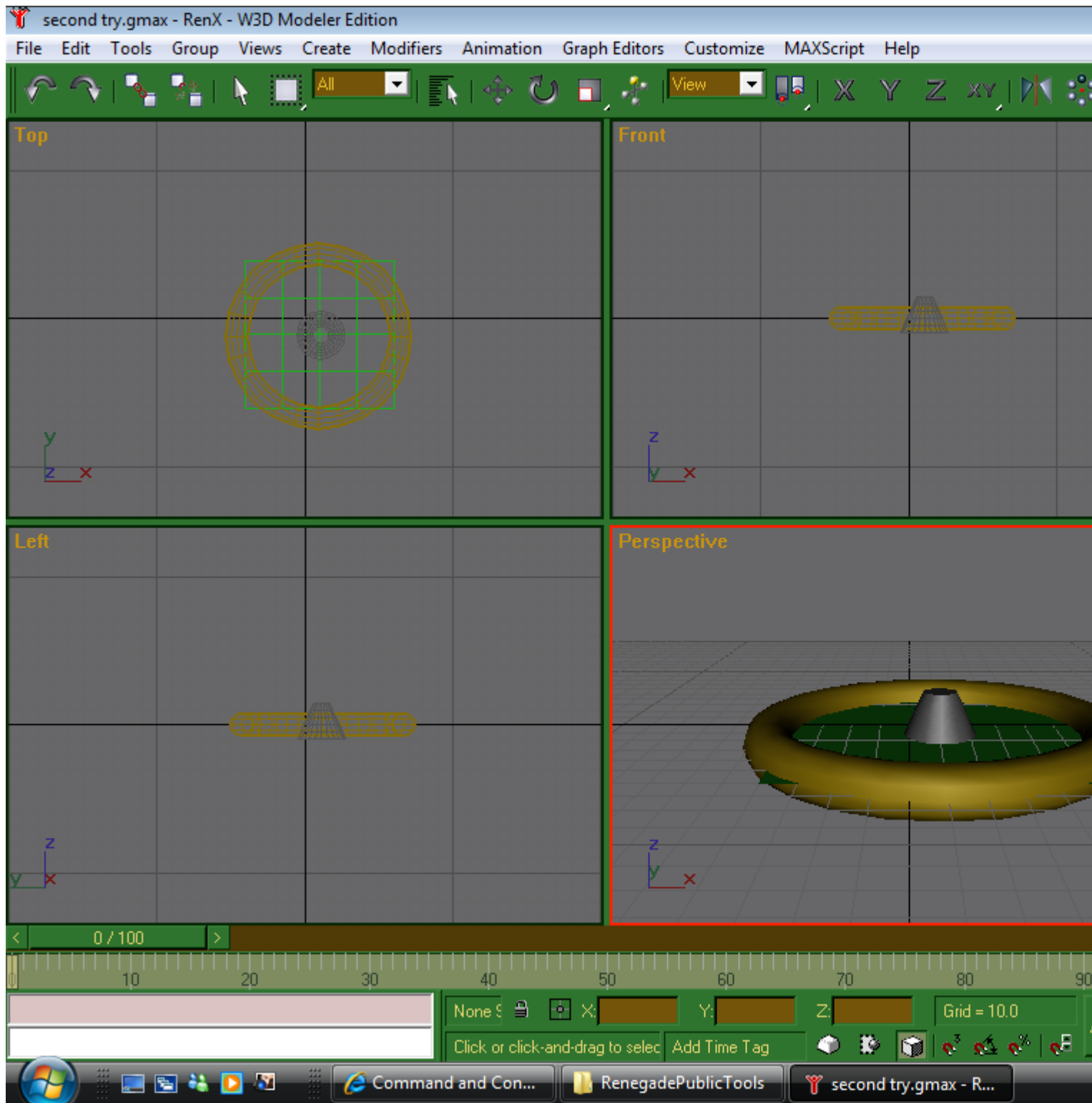
AoBfrost+Renegadeforums.com= one kid that is dude

Subject: Re: you're first model
Posted by [Jerad2142](#) on Tue, 02 Oct 2007 13:31:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was my first level. I didn't know how to texture and I could not ask because I did not have an
internet connection, I had to go to the library to download the renegade tools. And now I have lost
all my levels that were pre Renhalo, I am sad.

File Attachments

1) [first model.png](#), downloaded 360 times



Subject: Re: youre first model

Posted by [Zion](#) on Wed, 03 Oct 2007 15:33:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

First model i made....

I don't have an image but i have OWA himself, he remembers it, and anyone else who played my map.

I made a map, pretty basic but i was going for a Stunt Park Deluxe kinda map. Got some help on the LE side from PSUFan.

Textures sucked as i had yet to learn the power of uvw map, but for most of the terrain, it was all stretched.

I don't have any images on me, and if i do, i don't know where they are.

The first model i made for AR was the Prism Tower which you saw most of in our test videos. Those three large towers where built, textured and rigged by me in about 5 hours. I had been using gmax/renx for about 6 months - 1 year.

Images of it are in AR's first forums back at blazemods, i don't know if they're still up though. More to date versions are in the videos.

Subject: Re: youre first model

Posted by [AoBfrost](#) on Wed, 03 Oct 2007 17:19:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ferkhat Shubladze wrote on Tue, 02 October 2007 06:32AoBfrost wrote on Tue, 02 October 2007 03:13Took you three days? the pic itself says it was made by ferkat.

Off topic, but your not using the balbero start orb for vista transformation pack, thats why your start orb is cut off at the top.

AoBfrost+Renegadeforums.com= one kid that is dude

whhhhaattt?

Subject: Re: youre first model

Posted by [SWNight](#) on Wed, 03 Oct 2007 18:24:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

This was my first model, its a replacement for the flag.

I textured it aswell, and made the blueish texture by myself.

Subject: Re: youre first model

Posted by [Gen_Blacky](#) on Thu, 04 Oct 2007 23:27:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Imao nice simple flag i like it

Subject: Re: youre first model

Posted by [reborn](#) on Mon, 22 Oct 2007 21:12:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

My first 3dsmax model, today actually.

Subject: Re: youre first model

Posted by [Oblivion165](#) on Mon, 22 Oct 2007 22:31:42 GMT

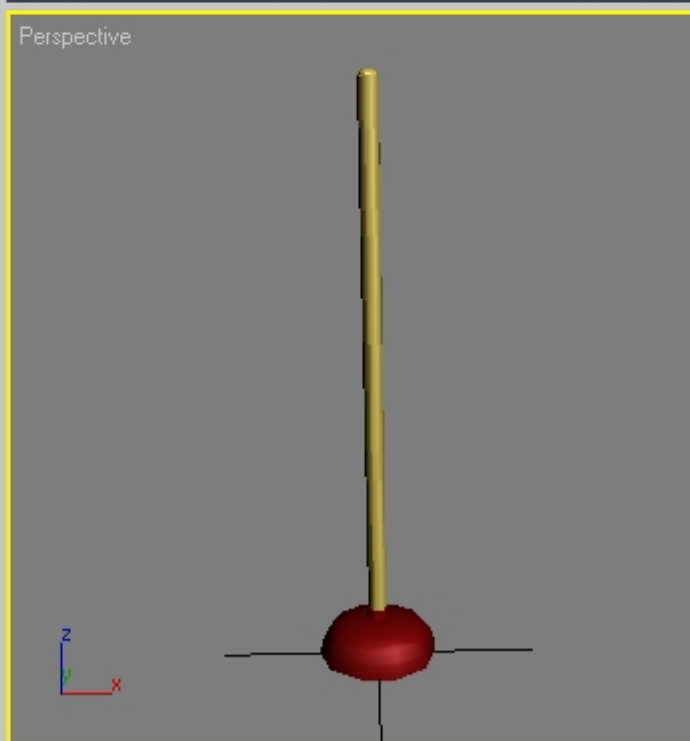
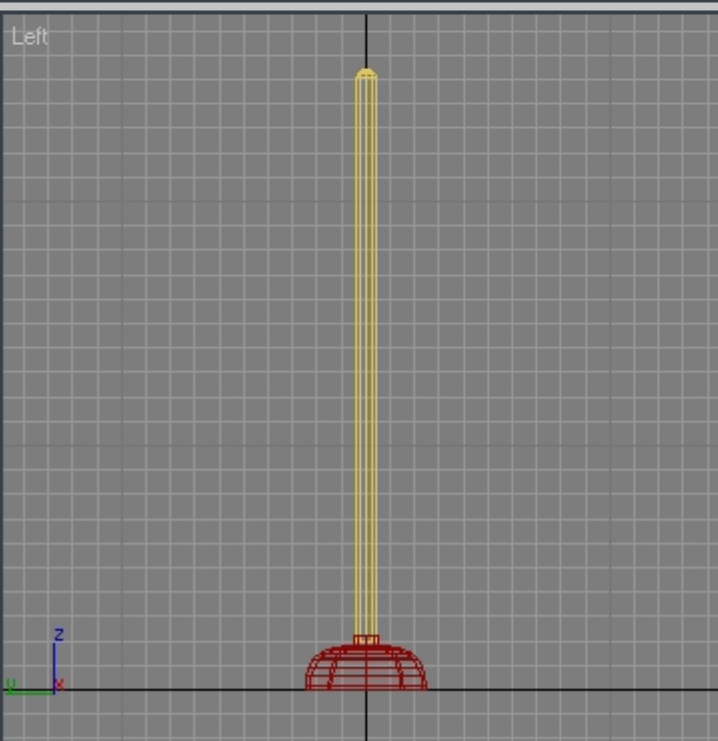
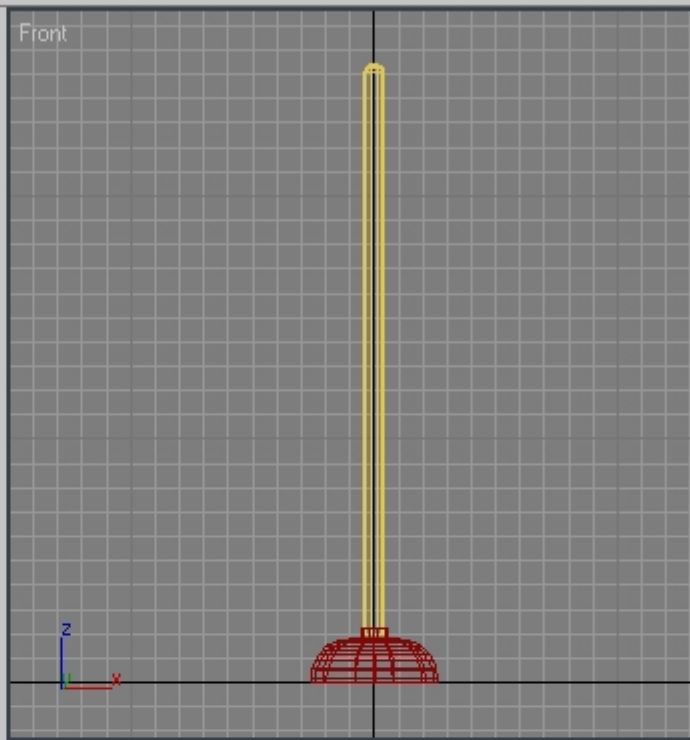
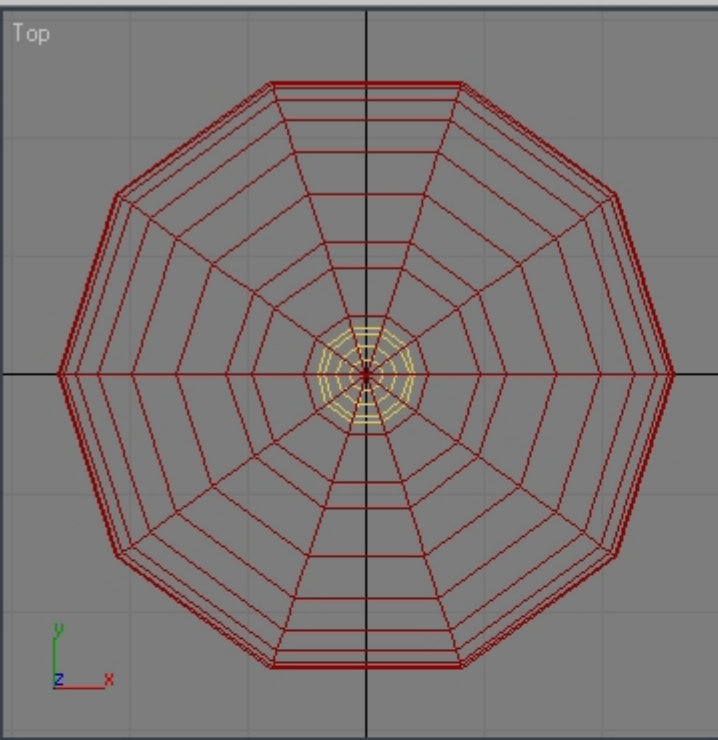
[View Forum Message](#) <> [Reply to Message](#)

Oh lord, its a 800 quad-gillian poly plunger!

There you go, knocked out a quick 200+ one.

File Attachments

- 1) [plunger.max](#), downloaded 84 times
 - 2) [plunger.jpg](#), downloaded 300 times
-



< 0 / 100 >



☐ Lock
 ☐ X: Y: Z:

Grid = 100.0

 Auto Key
 Selected

 Key Filters...

Click and drag up-and-down to zoom in and out

Subject: Re: youre first model
Posted by [reborn](#) on Mon, 22 Oct 2007 23:41:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have no idea how many polygons this is, as I don't know where to find out. But anyhow, forst time using Max or GMAX so i'm happy really. :-]

Subject: Re: youre first model
Posted by [R315r4z0r](#) on Mon, 22 Oct 2007 23:51:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

First map FTW:

Textures aren't showing, cause they where moved, and I don't feel like relocating them..
