Subject: Rate my Models :D
Posted by mrÃ£Ã§Ä·z on Sat, 19 Jul 2008 22:56:42 GMT

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OK im working with 3D Studio Max for 6 Days now, now im gonna post some of my work please rate them!

Wreck:

My First Building:

My first selfmade Vehicle to Test Bones:

A edited version of the Medium Tank:

My first try to make a own Pistol:

File Attachments
1) Wreck.jpg, downloaded 840 times
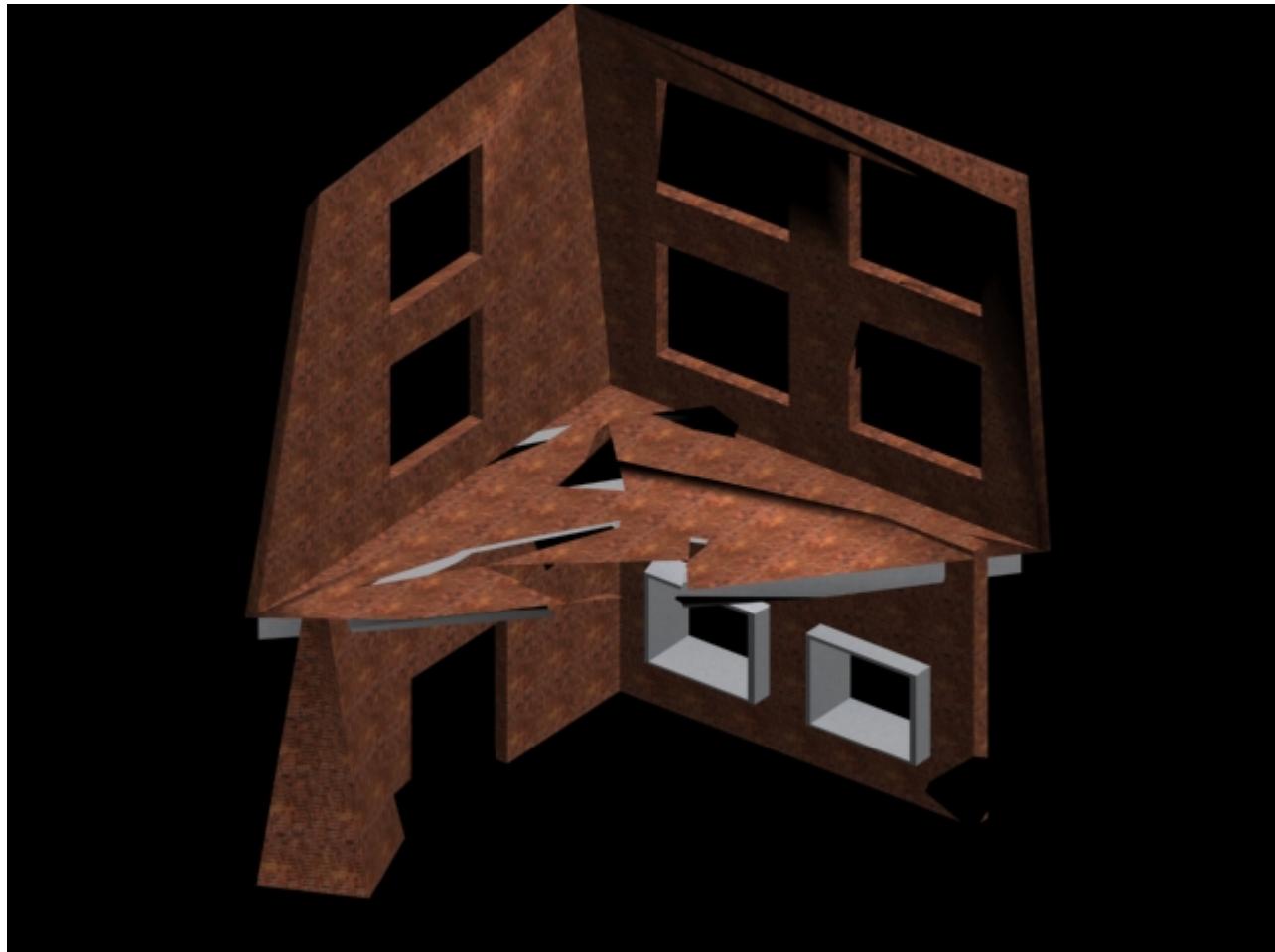
2) First_Factory .jpg, downloaded 831 times

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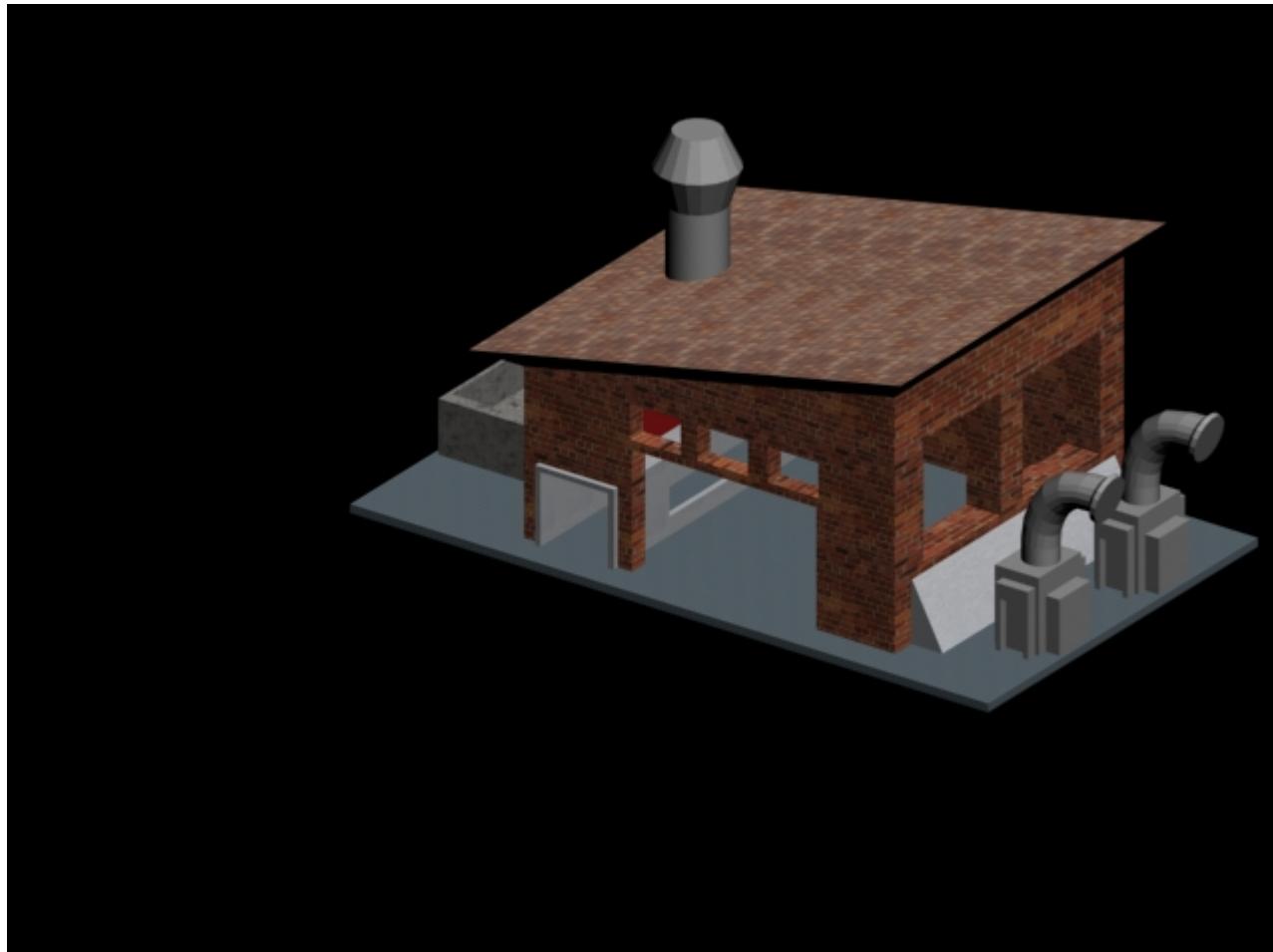
3) TankCar.jpg, downloaded 841 times
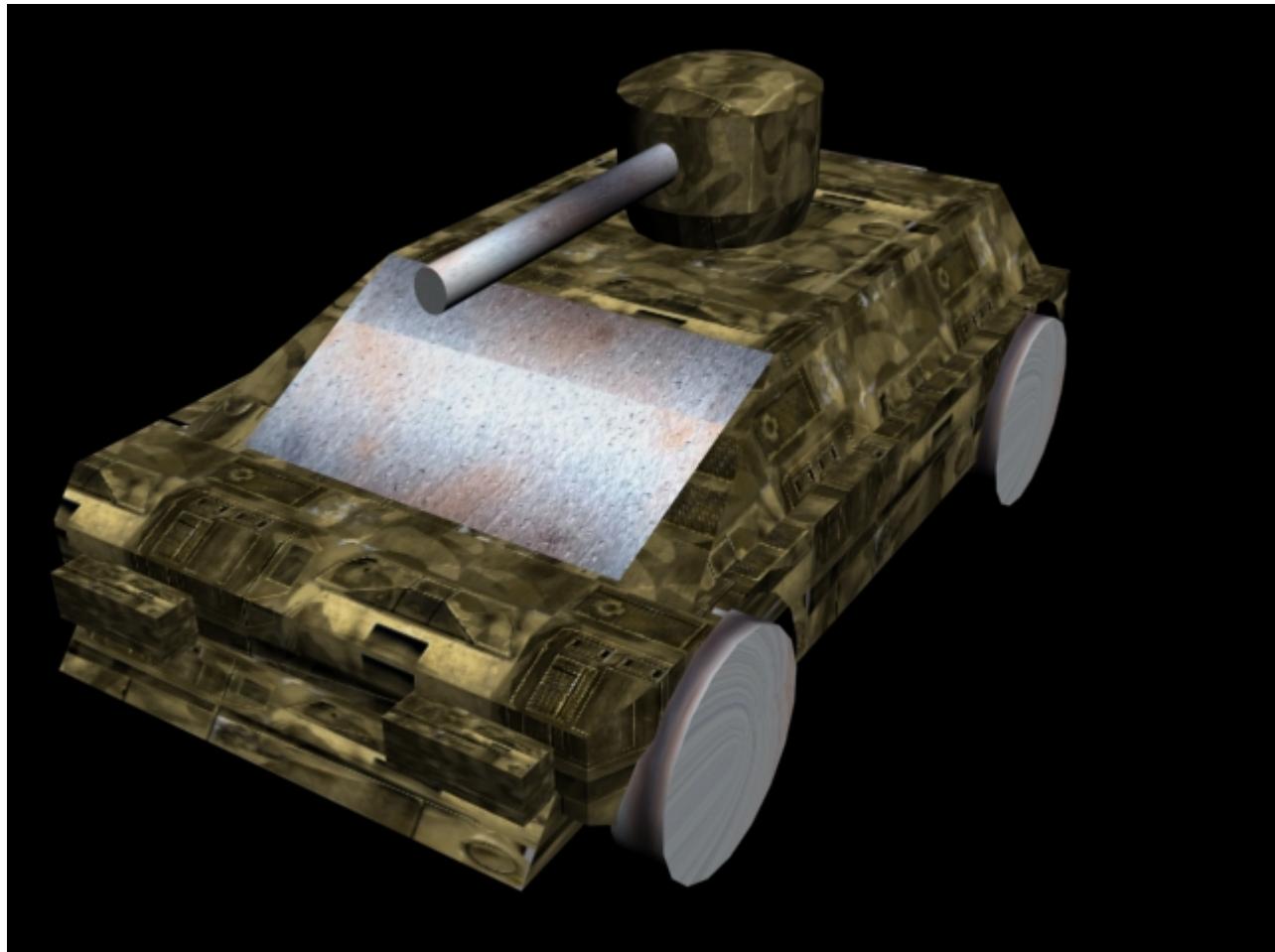
4) `First_Pistol.jpg`, downloaded 809 times

Polygons: 704
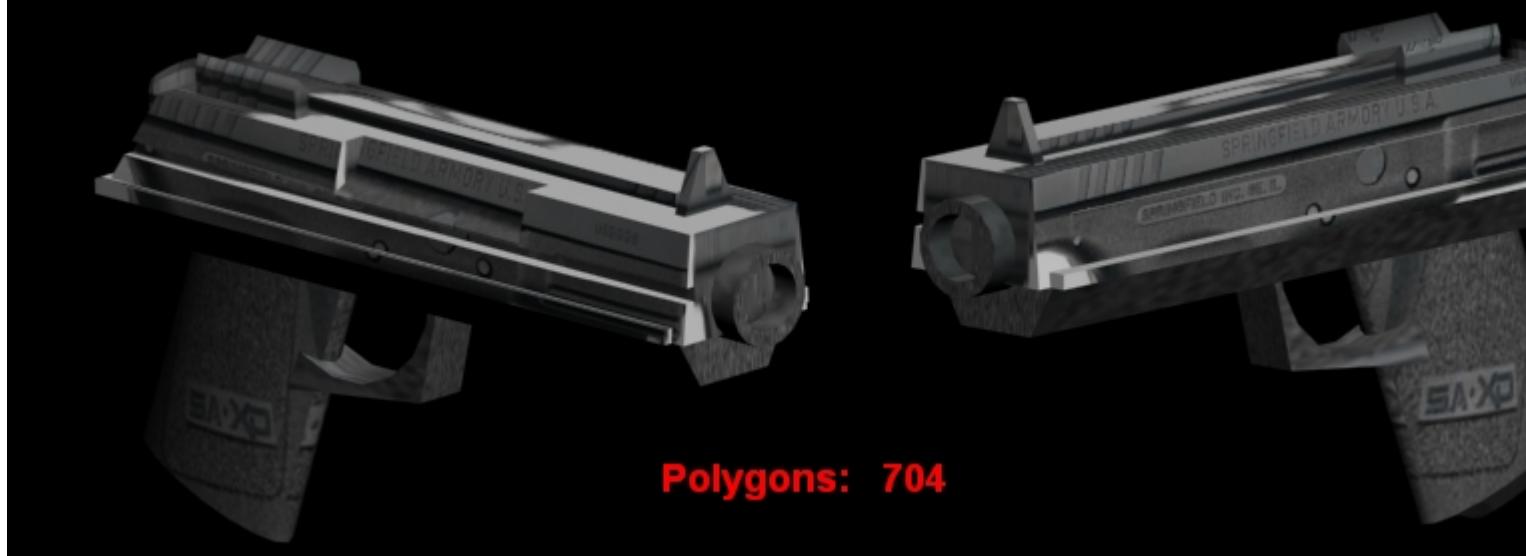
Subject: Re: Rate my Pistol :D
Posted by mrÃ£Ã§Ä·z   on Sat, 19 Jul 2008 23:01:42 GMT

<>

For these 6 Days i think im pretty good, my favourite Model is the Factory

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Subject: Re: Rate my Pistol :D
Posted by **HeavyX101- Left** on Sat, 19 Jul 2008 23:01:45 GMT
<>

10/10
Nice job.
Wow, you really got into modeling
Keep up the great work!

Subject: Re: Rate my Models :D
Posted by **IronWarrior** on Sat, 19 Jul 2008 23:14:06 GMT
<>

Not bad, I like the tank model and pistol.

Subject: Re: Rate my Models :D
Posted by **nopol10** on Sun, 20 Jul 2008 02:01:28 GMT
<>

Pistol looks nice.

Subject: Re: Rate my Models :D
Posted by **Starbuzzz** on Sun, 20 Jul 2008 03:09:53 GMT
<>

Good job man keep going...

Subject: Re: Rate my Models :D
Posted by **_SSnipe_** on Sun, 20 Jul 2008 04:23:07 GMT
<>

there all aswome as fuck

Subject: Re: Rate my Models :D
Posted by **HeavyX101- Left** on Sun, 20 Jul 2008 04:41:33 GMT

Good thing i'm here and i help him sometimes. Well not all the time, cuz i'm busy

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Subject: Re: Rate my Models :D
Posted by bisen11 on Sun, 20 Jul 2008 05:52:40 GMT

Pretty good, keep at it.

Subject: Re: Rate my Models :D
Posted by LR01 on Sun, 20 Jul 2008 16:25:37 GMT

yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)

Subject: Re: Rate my Models :D
Posted by HeavyX101- Left on Sun, 20 Jul 2008 17:08:20 GMT

LR01 wrote on Sun, 20 July 2008 12:25yes, good

(don't know if you want me to say it, but some of the pipes need smoothing, just the poly's of it)
He needs to use the "Smooth Modifier" tool. When you Extrude stuff, the new part that are added
arent smooth. So he needs to use "Smooth Modifier" tool to make them smooth. I use it all the
time

Subject: Re: Rate my Models :D
Posted by cpjok on Sun, 20 Jul 2008 17:23:26 GMT

nice work

Subject: Re: Rate my Models :D
Posted by Dreganius on Wed, 23 Jul 2008 13:35:14 GMT

Make a Python Revolver replacement and you'll get many people around here offering you
e-blowjobs.

Make a Crossbow replacement for the Ramjet and you'll have even more.

Not bad work mate

Subject: Re: Rate my Models :D
Posted by GEORGE ZIMMER on Wed, 23 Jul 2008 14:06:28 GMT
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No offense, but alot of it actually does look like it's just shapes plopped on top of eachother.

The destroyed building piece is just a mess of polygons- Even if it IS meant to be destroyed, you should think about how exactly it got destroyed and such.

Subject: Re: Rate my Models :D
Posted by mrÃ£Ã§Ä·z on Wed, 23 Jul 2008 15:32:00 GMT
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Im new to modeling.. and i want to save polys because most renegade players dont have a good PC

Subject: Re: Rate my Models :D
Posted by HeavyX101- Left on Wed, 23 Jul 2008 15:42:24 GMT
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madrackz wrote on Wed, 23 July 2008 11:32Im new to modeling.. and i want to save polys because most renegade players dont have a good PC
My GDI Anti Air is 1250 polygons, can people handle that?

Subject: Re: Rate my Models :D
Posted by Sn1per74* on Wed, 23 Jul 2008 15:45:49 GMT
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That destroyed building is an optical illusion... i was looking at the top box backwards and was totally confused...

Subject: Re: Rate my Models :D
Posted by nope.avi on Wed, 23 Jul 2008 16:03:18 GMT
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Very nice   My favourite is the pistol.