Subject: PanzerIV threads/texture/wwskin
Posted by Reaver11 on Fri, 09 Jan 2009 16:39:34 GMT
View Forum Message <> Reply to Message

Recently I have been bust modeling a panzerIV. I have modelled it on scale. Only problem is that I have no clue of how to bone the threads.

At the moment I need to reduce the polycount. (it has just above 10000 duno if that is a problem).

boning the turret worldbox etc no problem. Only How do I wwskin these threads?

Subject: Re: PanzerIV threads/texture/wwskin
Posted by ErroR on Fri, 09 Jan 2009 16:42:50 GMT
View Forum Message <> Reply to Message

is that the original sand?

Subject: Re: PanzerIV threads/texture/wwskin
Posted by Mauler on Fri, 09 Jan 2009 18:01:30 GMT
View Forum Message <> Reply to Message

There are tutorials at Renhelp.net on how to bone vehicles, also there is a WWskin tutorial over at Renalert Forums for tank treads.

Subject: Re: PanzerIV threads/texture/wwskin
Posted by mrÃ£Ã§Ä·z   on Fri, 09 Jan 2009 18:07:57 GMT
View Forum Message <> Reply to Message

Ehmmm whats WWskin =?

Subject: Re: PanzerIV threads/texture/wwskin
Posted by Mauler on Fri, 09 Jan 2009 18:13:44 GMT
View Forum Message <> Reply to Message

Quote:This tutorial will explain the use of WWSkin objects to animate meshes using their verticies, which can create effects that could never be achieved using standard animation techniques. This is how Tank Tracks are able to move up and down with their wheels, and can also be used on any other object.

Subject: Re: PanzerIV threads/texture/wwskin
Posted by Gen_Blacky on Fri, 09 Jan 2009 18:27:12 GMT
View Forum Message <> Reply to Message

http://www.apathbeyond.com/forum/index.php?showtopic=17018

Subject: Re: PanzerIV threads/texture/wwskin
Posted by y2knemo69 on Sun, 11 Jan 2009 16:49:37 GMT
View Forum Message <> Reply to Message

any chance of this being released if completed??

Subject: Re: PanzerIV threads/texture/wwskin
Posted by Reaver11 on Sun, 11 Jan 2009 21:39:17 GMT
View Forum Message <> Reply to Message

If I complete it it will

Subject: Re: PanzerIV threads/texture/wwskin
Posted by Reaver11 on Fri, 30 Jan 2009 12:48:23 GMT
View Forum Message <> Reply to Message

Might be a long time I have posted in this thread but Im still working on these. Trying to get the vehicle rigged as good as I can. Besides that I have lowerd the poly count on the panzeriv. Also I though it was nice to make a panzeriv hetzer conversion of it. Only thing is I doubt if I will finish a good texturing since I have no skill in that.

I know the model is still insanly complex Im fixing that. (deleting unused polys)[and on the wheels ofcourse]

Subject: Re: PanzerIV threads/texture/wwskin

Posted by mrÃ£Ã§Ä·z on Fri, 30 Jan 2009 14:35:17 GMT
View Forum Message <> Reply to Message

You work on a new mod ?

Subject: Re: PanzerIV threads/texture/wwskin
Posted by LR01 on Fri, 30 Jan 2009 15:00:37 GMT
View Forum Message <> Reply to Message

looks nice, before you can skins, you need to unwrap it first, not a fun thing to.

Subject: Re: PanzerIV threads/texture/wwskin
Posted by Reaver11 on Fri, 06 Feb 2009 11:54:26 GMT
View Forum Message <> Reply to Message

I have created another model. This time the barrel, turret and chassis are build out of one mesh.

Im starting to get the hang of it.