
Subject: To The Modders Out There.....

Posted by [Madtone](#) on Thu, 17 Apr 2003 06:22:28 GMT

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Whos up to the modeling challenge???

i got bored at work so i wanna see who can prove themselves to be a good modelers and texturers.

here my challenge.

You must Pick 2, i repeat 2 models from my upoloded models on the ModX and you must optimize them and texture them to enhance performance and looks in Renegade.

You must achieve the lowest amount of polygons and still try to make it look exceptional and as good as possible in game.

So, pick 2 models and optimize them and then skin/texture them.

Maybe if its ok with Crimson/Blazer we could arrange for them to have some kind of award on the boards or something??? (Crimmy and/or Blazer please reply here)

Now you have until 25th of April to complete the challenge and email screenies of the poly count and either an in game screenie of the models OR a render.

Email your renders/screenies to Madtone87@hotmail.com.

Lets make this a fun event

There ya go!!

if you got any questions reply here.

Subject: To The Modders Out There.....

Posted by [Sir Phoenixx](#) on Thu, 17 Apr 2003 12:28:06 GMT

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So you just want us to optomize all of your models for you, and make it sound like it's a contest?

Subject: To The Modders Out There.....

Posted by [PsycoArmy](#) on Thu, 17 Apr 2003 12:37:22 GMT

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so we make a model and skin it. Do we get points for having the uvw map set up perfect? is there a prize? or is it just for our own experience or is it for personal gain? either way im in.

Subject: To The Modders Out There.....

Posted by [DaveGMM](#) on Thu, 17 Apr 2003 12:49:37 GMT

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Sir PhoenixxSo you just want us to optimize all of your models for you, and make it sound like it's a contest?

That is exactly what I thought.

"Hey, thanks for making my models look better, now I will say its all my work and you will fall... mwuahahah"

Subject: To The Modders Out There.....

Posted by [maytridy](#) on Thu, 17 Apr 2003 13:35:13 GMT

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lol, just one thing.....we can easily lie about the poly count. You should have us sent the models to you. Otherwise.....i'm in!

Subject: To The Modders Out There.....

Posted by [Sir Phoenixx](#) on Thu, 17 Apr 2003 19:37:35 GMT

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maytridylol, just one thing.....we can easily lie about the poly count. You should have us sent the models to you. Otherwise.....i'm in!

Well, if no one knows the polygon count of the other people's models, then they can't really lie about theirs right? All they have to do is be required to send the screens to him with like a little screen of the polygon counter, etc.

This would barely be a challenge, this really wouldn't test anyone's abilities. Now, if it were a contest to see who can make the most accurate, and detailed military vehicle with no polygon count restrictions, then I would enter my t-72.

Subject: To The Modders Out There.....

Posted by [maytridy](#) on Thu, 17 Apr 2003 20:31:55 GMT

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Ahh, yes, the polygon counter thingamajigger.

Subject: Model contest.....

Posted by [Garth8422](#) on Fri, 18 Apr 2003 00:15:02 GMT

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OH how about, make 2 models that are judged by texture, functionality, polycount and originality and you have to use GMAX not 3dmax.

LOL that would be a tough contest.

I stink at Modeling.

k4n3 L1V3s!

Subject: To The Modders Out There.....

Posted by [Sir Phoenixx](#) on Fri, 18 Apr 2003 14:19:31 GMT

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I wouldn't do it if we were restricted to using GMax.

Subject: To The Modders Out There.....

Posted by [maytridy](#) on Fri, 18 Apr 2003 17:33:26 GMT

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I think we should be restricted to Gmax, because not everyone has \$3,500 to spend on software.

Subject: To The Modders Out There.....

Posted by [flashcar1](#) on Fri, 18 Apr 2003 20:11:40 GMT

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that would be good, but..... make 1 man, (or woman) 1 tank (or car) and 1 VTOL (or runway needed) vehicle!

OT: try and beet my score on miniputt! just for a laugh, i got 36 on it.

<http://www.fhmus.com/reporter/slacker/miniputt.html>
