Subject: Gattling Tank by Lode
Posted by Lode on Mon, 20 Oct 2003 10:45:59 GMT
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I think this is a fairly good try, But ill leave that for you to deside.
The poly is 2000, but it will lose alot when im done with the uvw map which im doing now. So
keep tuned for the skin.

Subject: Gattling Tank by Lode
Posted by boma57 on Mon, 20 Oct 2003 11:33:04 GMT
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I can't tell if it's the shadows or the mesh, but it looks like you should apply a smooth modifier in
some areas.

Other than that, it looks great

Subject: Gattling Tank by Lode
Posted by Lode on Mon, 20 Oct 2003 11:57:25 GMT
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Yeh its just a quik render, ill take a screen of it in gmax. But im having trouble uploading screens
at moment and i have to go. I will try to get a skin done for it by tommorow.

Subject: Gattling Tank by Lode
Posted by Sir Phoenixx on Mon, 20 Oct 2003 12:21:50 GMT
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It actually looks good.

Maybe you could do a render of it flat shaded?

Subject: Gattling Tank by Lode
Posted by ericlaw02 on Mon, 20 Oct 2003 12:43:53 GMT
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CCCCCCCCCCOOOOOLLLLLLLLLL!!!
That's cool!

Subject: Gattling Tank by Lode
Posted by Flubber on Mon, 20 Oct 2003 16:35:16 GMT
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Wow lode thats amazing!

Subject: Gattling Tank by Lode
Posted by gendres on Mon, 20 Oct 2003 18:32:43 GMT
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very well done

Subject: Gattling Tank by Lode
Posted by Lode on Tue, 21 Oct 2003 10:12:56 GMT
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I apreciate your comments seeing it was all good.

For the skin, I didnt have much time and plus i'm not use to skinning so it will take a few more days to get a good looking skin happening.

Subject: Gattling Tank by Lode
Posted by Havoc 89 on Tue, 21 Oct 2003 23:37:30 GMT
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Nice work

looks good but the smoothing group looks a bit messed, try making no smoothing group and than take a render pic, i think it'll look way better.

Subject: Gattling Tank by Lode
Posted by Nodbugger on Wed, 22 Oct 2003 01:05:02 GMT
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I rememeber someone making the exact same model. And that may explain the messed up polys. Thats what happesn when you take a file like that. I have an eye for this stuff. I catch people all the time.

Subject: Gattling Tank by Lode
Posted by YSLMuffins on Wed, 22 Oct 2003 01:48:07 GMT

Gattling Tank ready for action!

Oh wait, that's Generals, nevermind--GREAT job though! :thumbsup:

Subject: Gattling Tank by Lode
Posted by **Sir Phoenixx** on Wed, 22 Oct 2003 01:58:01 GMT

NodbuggerI rememeber someone making the exact same model. And that may explain the messed up polys. Thats what happesn when you take a file like that. I have an eye for this stuff. I catch people all the time.

Lol... Someone else who doesn't know what the hell he's talking about. Taking someone elses model and calling it your own would in no way cause the faces of a cylinder to render like that. That is caused by moving the center vertice of the end of the cylinder, or making it uneven so that the individual polygons get rendered with different shadows; or situating the model in such a way that the program lights the polygons wrong; or the program calculating the shadows/lights wrong; or a bug in the renderer, etc.

The only thing that the messed up polygons prove is that rendering a model with smooth on is stupid. You can't prove shit unless you can find matching pictures of the other model.

" I have an eye for this stuff. I catch people all the time." - Lol, except for MAYBE one time, you have never caught anyone on this forum stealing others work.

The only thing you've proven is that you're a moron, and that rendering with smooth on is stupid.

Subject: Gattling Tank by Lode
Posted by **Deafwasp** on Wed, 22 Oct 2003 02:06:40 GMT

I am a modeler, I see no flaws involving polygons....

Subject: Gattling Tank by Lode
Posted by **Gernader8** on Wed, 22 Oct 2003 02:42:45 GMT

I am a modeler too, and I see the poly flaws.

Subject: Gattling Tank by Lode

Posted by Havoc 89 on Wed, 22 Oct 2003 03:14:24 GMT
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Sir PhoenixxNodbuggerI rememeber someone making the exact same model. And that may explain the messed up polys. Thats what happesn when you take a file like that. I have an eye for this stuff. I catch people all the time.

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lol...i think he's talking about my crappy Gattling tank that was in TibevoX12 :rolleyes:

damn... cant believe i just called another one of my models crappy :rolleyes:

Subject: Gattling Tank by Lode
Posted by Lode on Wed, 22 Oct 2003 10:09:03 GMT
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Shows What you know

There is just some weird lighting in that render.

Here is a earlier picture I took in Gmax.

I Beleive thats why they call this place N00Bstories...

Subject: Gattling Tank by Lode
Posted by Sir Phoenixx on Wed, 22 Oct 2003 13:27:40 GMT
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LodeShows What you know

There is just some weird lighting in that render.

Here is a earlier picture I took in Gmax.

I Beleive thats why they call this place N00Bstories...

Nodbooger, notice how the center vertices on the ends of the wheels are just slightly farther out than the rest of the end of the wheel? Since those polygons are uneven, the light hits each polygon on the end in a different way, it creates different shadows/light for each polygon.

Havoc 89lol...i think he's talking about my crappy Gattling tank that was in TibevoX12

damn... cant believe i just called another one of my models crappy
Do you think that Lobe's model is actually yours, or do you feel Nodbugger is full of crap?

Subject: Gattling Tank by Lode
Posted by Havoc 89 on Wed, 22 Oct 2003 15:13:33 GMT
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well its not the same model and no i dont think he's full of crap cuz my model looked pretty much the same as lode's just a but less detailed. its pretty ez to get mixed up cuz i modeled the same thing.

Subject: Gattling Tank by Lode
Posted by Blazer on Wed, 22 Oct 2003 15:43:53 GMT
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LodeI Beleive thats why they call this place N00Bstories...

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Subject: Gattling Tank by Lode
Posted by MonkeyPhonic on Wed, 22 Oct 2003 22:49:58 GMT
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Sir PhoenixxThe only thing that the messed up polygons prove is that rendering a model with smooth on is stupid.

Getting mesh smooth is piss simple, it just takes a bit of time and effort and brings out much better renders. You make some really good models your fear of the smooth shading is strange.

Subject: Gattling Tank by Lode

Posted by Sir Phoenixx on Thu, 23 Oct 2003 01:16:06 GMT
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MonkeyPhonicSir PhoenixxThe only thing that the messed up polygons prove is that rendering a model with smooth on is stupid.

Getting mesh smooth is piss simple, it just takes a bit of time and effort and brings out much better renders. You make some really good models your fear of the smooth shading is strange.

First, Mesh Smooth has nothing to do with this, Mesh Smooth is something completely different.

Rendering a model that has a skin with Smooth on doesn't do that much more than smoothing the edges so that they don't show up that much... Rendering a model without a skin with Smooth on adds alot of unecessary light and shadows and hides alot of the details.

If you're going to show off a skinned model, you should use correct smoothing groups. If you're showing off an unskinned model, you should render it flat shaded, the entire point in showing a render of just the model is to show the details put into the mesh, how the polygons flow in the model, etc.

Subject: Gattling Tank by Lode
Posted by Nodbugger on Thu, 23 Oct 2003 01:32:58 GMT
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Sir PhoenixxMonkeyPhonicSir PhoenixxThe only thing that the messed up polygons prove is that rendering a model with smooth on is stupid.

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pheonix. Go download a model from 3d cafe and render it without changing a thing.

Subject: Gattling Tank by Lode
Posted by Nodbugger on Thu, 23 Oct 2003 01:34:44 GMT

Havoc 89well its not the same model and no i dont think he's full of crap cuz my model looked pretty much the same as lode's just a but less detailed. its pretty ez to get mixed up cuz i modeled the same thing.

shoe them a render of yours.

Subject: Gattling Tank by Lode
Posted by MonkeyPhonic on Thu, 23 Oct 2003 01:36:32 GMT

Sir Phoenixx

First, Mesh Smooth has nothing to do with this, Mesh Smooth is something completely different.

It is indeed, pardon me, just a slip of the tongue so to speak. But getting smoothing groups right is an esential part of getting a model right. As for wether to use them or not in an un textured render, there are good reasons to do it either way. or even to render as wire frame, tho personaly i hate wire frames and don't think they help at all to see detail.

Subject: Gattling Tank by Lode
Posted by Lode on Thu, 23 Oct 2003 09:49:19 GMT

Actually the Forum is run By n00bstories and modeerated by them so I think it is n00bstories. But you can think otherwise if you wish.

The program I use to render is pretty limited the render so the screen up the top is about all I can do with it.

Please do remember that I am still pretty new to modeling and I have fixed thw wheels seeing i did the whole model quikly.

You may not beleive I made that model, But me and him did model the same thing so it is likely to turn out the same... I would usually use rude words but im trying a different aproach.

Im bored now so Meh... Bye

Subject: Gattling Tank by Lode
Posted by Nodbugger on Thu, 23 Oct 2003 12:03:30 GMT

LodeActually the Forum is run By n00bstories and modeerated by them so I think it is n00bstories. But you can think otherwise if you wish.

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Im bored now so Meh... Bye

Every model is different and it doesnt matter if its the same thing. Every model and skin are different. I havent seen his in a while and it reminded me of his. And I noticed the abd smoothing groups and when you reimport models it normally flips polygons and stuff.