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a sub-division modelers primer

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Super Basic Workflows

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Page 3 of 3 < 1 2 3

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12-06-2007, 06:02 PM

#21

Wasamonkey 

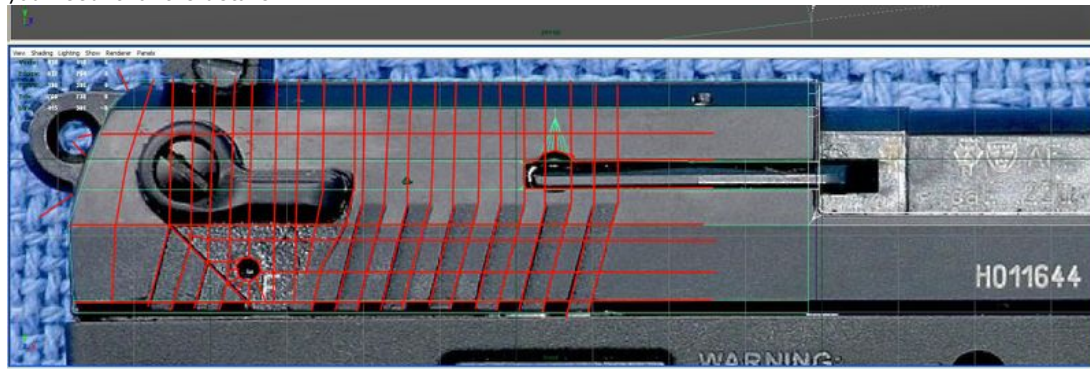
Nathan Hauck



Join Date: Mar 2006
Posts: 187

cranky, i see your problem
you need to decide, is this gun for a game model or is it for sub-d
if it's a game model then your adding to many fine details
if its for sub-d then you need to add more geometry to support the detail
other wise it's going to fall apart when you smooth it

don't be affraid to cut in some more edges even if they don't help the form
you need it for the details



here's just an example for a sub d model of that gun

In the mouth of madness, turds taste like chocolate.
You can test this if you like.

QUOTE

QUICK

12-06-2007, 10:16 PM

#22

Cranky 


SDM User



Join Date: Oct 2007
Posts: 3

Thank-you!!! =)))

Concerning "is this gun for a game model or is it for sub-d", I guess I should have clarified...I just figured since this site is all about sub-d work, it would only be high poly stuff. =p Yeah, I have no trouble with low poly stuff really, but a lot of high poly work confounds me...which is why I need to see examples like you gave me to see how to do it. =)

If you guys know of a place I can find various examples like this, I'd appreciate the links!! 

QUOTE

QUICK

05-09-2008, 09:54 PM

#23

« [Previous Thread](#) | [Next Thread](#) »

[Subdivision Modeling](#) > [Modeling & Sculpting](#) > [Sharing Technique](#)

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