

Forum:[Hack Forums](#)

Thread: [Balls](#)

Gunner? - August 12, 2012, 10:24 pm

Rate 1-10, I know the lighting isnt that great and the spacing is uneven, It's my first time making anything like this

Any pointers or tips?

(Also just thought I'd add in I followed a tutorial)

Davy Crockett - August 12, 2012, 10:25 pm

It's not terrible for your first attempt. I think the lighting could be a lot better and the same for the glare affects. They're kinda choppy and the one's on the side of the ball look 2d.

Sasori - August 12, 2012, 10:27 pm

At least we know most of the people with Cinema 4D like to follow the same tutorials.

Looks good, just mix it up next time.

EpicAndrew - August 12, 2012, 10:27 pm

Very nice! It looks just a little pixelated I think or I think it's just me. Did you make this out of C4D?

Lil Jojo - August 12, 2012, 10:28 pm

Not what I expected to see lmao.. Anyhow, this is actually nice work in my opinion. Good job.

Gunner? - August 12, 2012, 10:36 pm

(Aug 12, 2012 10:27 PM)Sasori Wrote: [\[CITE\]](#) At least we know most of the people with Cinema 4D like to follow the same tutorials.

Looks good, just mix it up next time.

Gotta start somewhere, It's good for people who are getting into gfx (such as myself) to follow tutorials so they can learn the basics

(Aug 12, 2012 10:27 PM)EpicAndrew Wrote: [\[CITE\]](#) Very nice! It looks just a little pixelated I think or I think it's just me. Did you make this out of C4D?

Yeah...It is a little pixelated now that i look at it and yes i used cinema 4d

Deployment - August 12, 2012, 10:42 pm

As of now it would look better without the lighting. Like you said it's your first attempt, so great job, and work on the details now.

Airon - August 12, 2012, 10:44 pm

Looks pretty good, I like it and good work.

Sasori - August 12, 2012, 10:51 pm

(Aug 12, 2012 10:36 PM)Confirmation Wrote: [\[CITE\]](#) Gotta start somewhere, It's good for people who are getting into gfx (such as myself) to follow tutorials so they can learn the basics

Yeah I understand, I did the same a while ago when I first grabbed Cinema 4D. I was just going to say, make sure you mention you followed a tutorial.