

Forum:[Hack Forums](#)

Thread: [Sniper vs. Originality \(3D Modeling\)](#)

Originality - May 31, 2014, 8:04 am

Sníper

Spoiler ([Click to View](#))

Programs Used: Solidworks for cad and Photoview 360 for rendering process.

Approximate Time Spent: 4 hours

Originality

Spoiler ([Click to View](#))

Programs Used: Cinema 4D for full modeling/texturing/rendering, Photoshop for color correction afterwards.

Approximate Time Spent: 5 hours

I must say, Sníper did an amazing job so I am really excited to see who wins. It is definitely a real competition here, so thank you for checking out this battle and may the best modeler win!

?lixir - May 31, 2014, 8:06 am

I really do not want to vote. Mainly because i understand the hard work both users had to go through. I vote for both.

Haggo - May 31, 2014, 8:08 am

Wow, this looks really nice... the both of you. I always wished I could model, but I never had the patience nor creativity to do something like this. Both are excellent!

Originality - May 31, 2014, 8:18 am

Thanks Dr. Caspers, I know what you mean. It's a hard decision, thank you for checking out our work!

Thanks, Syndra. We appreciate you checking it out and voting! :)

Sníper - May 31, 2014, 8:23 am

I have to congratulate Originality, he does some fine work!

Oak. - May 31, 2014, 7:01 pm

Both of you, great job.

But I believe that Originality won this battle.

DireWolf™ - June 1, 2014, 3:57 pm

I like both, but I half to vote for Originality. Just because he has more detail and takes FOREVER to render with all those shadows.

webdev77 - June 1, 2014, 4:02 pm

I voted for sniper because I don't like the lighting in originality's. I can't tell if it's supposed to be a window or a picture, and the monitor doesn't give off any light.

Sniper - June 1, 2014, 4:43 pm

Thanks guys, we both put in a serious amount of work into these and we appreciate the kind words.

Originality - June 1, 2014, 5:08 pm

(Jun 1, 2014 04:02 PM)webdev77 Wrote: [\[CITE\]](#) I voted for sniper because I don't like the lighting in originality's. I can't tell if it's supposed to be a window or a picture, and the monitor doesn't give off any light.

I understand exactly what you mean. In my render my glass screwed up for the window, so I am quite disappointed regarding that. The monitor's luminosity is also off, but I think that is in part to the sun behind it. It also depends on the monitor settings for brightness and contrast. Thanks for the feedback, I'll definitely think about what you said when I make my next scene!

Grohl - June 3, 2014, 11:20 am

As someone who has a small but sizable amount of knowledge with working in 3D, I love how that glass looks for Sniper, I'll cast my vote for him if he is able to tell me if he used a premade model for that phone and simply textured it or if he did it all from scratch-- if he did it from scratch he has my vote, otherwise it's for Originality. Both are fantastic pieces of artwork-- just wish that the lighting was a bit higher for the latter, as I'm sure it's very detailed but the casual viewer has no way of knowing that due to how dark it is.

Great job, both of you. You should both be extremely proud of your work.

Originality - June 3, 2014, 11:37 am

(Jun 3, 2014 11:20 AM)likeaboss333 Wrote: [\[CITE\]](#) As someone who has a small but sizable amount of knowledge with working in 3D, I love how that glass looks for Sniper, I'll cast my vote for him if he is able to tell me if he used a premade model for that phone and simply textured it or if he did it all from scratch-- if he did it from scratch he has my vote, otherwise it's for Originality. Both are fantastic pieces of artwork-- just wish that the lighting was a bit higher for the latter, as I'm sure it's very detailed but the casual viewer has no way of knowing that due to how dark it is.

Great job, both of you. You should both be extremely proud of your work.

Me and Sniper both did out work from complete scratch. I must agree, I voted for Sniper because I do believe he beat me here. Thanks for your feedback, I'm sure I speak for Sniper when I say we appreciate it greatly. :)

Grohl - June 3, 2014, 1:10 pm

(Jun 3, 2014 11:37 AM)Originality Wrote: [\[CITE\]](#) Me and Sniper both did out work from complete scratch. I must agree, I voted for Sniper because I do believe he beat me here. Thanks for your feedback, I'm sure I speak for Sniper when I say we appreciate it greatly. :)

Hey, no problem. I deal with motorsports design and prebuilt models for my scenes, so let me say I have a great deal of admiration for you for doing everything from scratch-- most people don't do that and just use premade models they steal from games and file servers.

Definitely mess around with the ambient lighting a bit for your scene-- it's very good but it has the potential to be much better.

I myself am still learning 3D modeling, as I'm in school for Digital Arts right now, and am taking my first 3D modeling course and then my first 3D printing course. Hoping I can get to y'all's level some time soon. ?

YetiByBlue - June 4, 2014, 1:09 am

Sniper is a homeboy, his artwork was better

Crosshairs - June 5, 2014, 1:01 am

(May 31, 2014 08:06 AM)Dr. Caspers Wrote: [\[CITE\]](#) I really do not want to vote. Mainly because i understand the hard work both users had to go through. I vote for both.

Indeed. They both have tier aspects. if it was of the same exact thing you could possibly compare. But the scences are different enough that You cant really choose

Young Lean - June 7, 2014, 6:13 pm

I vote Originality due to more work put into it.

FriendlyMan - June 28, 2014, 7:40 pm

i Vote for both Because originality made it really nice and realistic but then its kinda too dark. Sniper made it really nice and did a god job on the glass but the background was plain black.

Bowlhausen - July 21, 2014, 2:27 am

If I was forced to choose i'd choose Originality's because it has so much more too it, both artist have equal skill but I ended up at Originality because its more complicated.

Total Eclipse - July 21, 2016, 2:23 am

Really nice work of both of you I'm a 3d modeler myself but if you need a vote i will go with the second one.

SIM-3187190 - July 23, 2016, 1:15 pm

Originality, I can tell it is meant to be a window, but there shouldn't be a shadow in front of the monitor because in them light conditions, the backlighting would remove the shadow? Still going with you though :)

ahmedcute - August 3, 2016, 5:11 am

(May 31, 2014 08:04 AM)Originality Wrote: [\[CITE\]](#) Snøper

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FXstudio - January 30, 2018, 5:35 am

both are amazing, second one have better background and nice light

Jure - January 30, 2018, 8:08 am

You both did amazing but I vote for Originality's work. Just attracts the eye easier in my opinion.

Obzkure - February 1, 2018, 6:03 pm

Damn ya'll both killed it. Vote is for Originality due to the lighting, super dope!!

Hydraxus - February 3, 2018, 8:15 am

I'll vote for you OP because the design looks the most realistic out of the two. Also, the shading and shadows look fabulous.

SergeyPetrovici - June 22, 2018, 7:02 pm

Both models are amazing but I vote for Sniper

Yo Asher - January 1, 2019, 5:10 am

Both of them have done a great job but my vote is for Originality.