

Forum:[Hack Forums](#)

Thread: [Low poly island](#)

rawarck - June 18, 2014, 5:16 am

You see this style more and more, so I figured why not try it out, and it was acutally really fun to make. I do realise the mountain in the back became sort of low quality, don't really know how to fix it or how it happened, but oh well :)

Spoiler ([Click to View](#))

[img]http://www.eggcellent.dk/images/low_poly_island.jpg[/img]

Yes I did follow a tutorial :)

Onedes1gn - June 18, 2014, 5:34 am

Looks nice, reminds me about minecraft in some ways.

Obli - June 18, 2014, 5:35 am

From where does the lightning comes from? I like poly art, so far it's the best piece I've seen on the RMG, but I've been absent for a while so that might be it

rawarck - June 18, 2014, 5:49 am

(Jun 18, 2014 05:35 AM)+Oblivious Wrote: [\[CITE\]](#) From where does the lightning comes from? I like poly art, so far it's the best piece I've seen on the RMG, but I've been absent for a while so that might be it

I have a light in the "crystal" beneath the island itself, to make it "glow" and then one in the top right out of the picture, as if it was a sun :)

And thank you! :)

.Infinity. - June 18, 2014, 5:51 am

Looks pretty neat. What program did you use to make this, and what tutorial did you follow?

rawarck - June 18, 2014, 5:52 am

(Jun 18, 2014 05:51 AM).Infinity. Wrote: [\[CITE\]](#) Looks pretty neat. What program did you use to make this, and what tutorial did you follow?

Thank you :)

I used cinema 4d, which I believe is the easiest software to use to make low poly pictures, for beginners that is. You can search "low poly island" on youtube and you should find it with ease.

Escalate Internet - June 18, 2014, 12:34 pm

I'd give it a 9/10 - the only thing that kind of through me off was the path/bridge/thing doesn't seem to go with everything else as well. Other than that, it's awesome!

Ryuuji Takasu - June 18, 2014, 2:24 pm

There is a AA problem wiht your rock/mountain.

And to be hones water + low poly doesnt work for a few exeptions though.

this meaning when you have an ocean/river you see it top down as waterfall it really doesnt work.

There is also a lot of empty space which you could fill with smaller rocks/pebbles.

The sand/beach looks horrific and doesn't fit in.

The houses.... ^

Also copy and pasting meshes/objects can work but at least try to make it look different from each other.

Zuse - June 18, 2014, 10:53 pm

Looks decent, I don't really like the design.

3.8/10

rawarck - June 18, 2014, 11:07 pm

(Jun 18, 2014 02:24 PM)Ryuuji Takasu Wrote: [\[CITE\]](#) There is a AA problem with your rock/mountain.

And to be honest water + low poly doesn't work for a few exceptions though.

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There is also a lot of empty space which you could fill with smaller rocks/pebbles.

The sand/beach looks horrific and doesn't fit in.

The houses.... ^

Also copy and pasting meshes/objects can work but at least try to make it look different from each other.

I agree with the mountain part.

The water, I could probably have made it so it would flow somewhere behind the mountain, so I would avoid the water fall.

It was supposed to be an island, and with palm trees and such, so the sand was a must have for me.

But I do appreciate your constructive criticism :)

Obli - June 19, 2014, 7:32 am

Answer my question, please. I can see that there is no real light source coming from above, from where did all the light which give the trees a shadow come from?

rawarck - June 19, 2014, 8:28 am

(Jun 19, 2014 07:32 AM)+Oblivious Wrote: [\[CITE\]](#) Answer my question, please. I can see that there is no real light source coming from above, from where did all the light which give the trees a shadow come from?

It's simply supposed to be a sun, positioned so you can't see it.

Cubez - June 19, 2014, 8:37 am

Hey man good job, Much better than mine. I used that exact tutorial about 2 weeks ago and this is what I got.

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rawarck - June 19, 2014, 9:14 am

(Jun 19, 2014 08:37 AM)Cubez Wrote: [\[CITE\]](#) Hey man good job, Much better than mine. I used that exact tutorial about 2 weeks ago and this is what I got.

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Your mountain is way better than mine and I love your clouds !

Ryan - June 19, 2014, 1:46 pm

(Jun 18, 2014 05:16 AM)rawarck Wrote: [\[CITE\]](#) You see this style more and more, so I figured why not try it out, and it was actually really fun to make. I do realise the mountain in the back became

sort of low quality, don't really know how to fix it or how it happened, but oh well :)

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[img]http://www.eggcellent.dk/images/low_poly_island.jpg[/img]

Yes I did follow a tutorial :)

Really like it. I love the clouds and island itself, along with the background, houses and the lake. The tops of trees look a bit funny and so does the water fall.

Overall a pretty good rendering though the river really ruins it for me.

I've never really seen to many art pieces like this, but I'm going to have to check out some others.

7/10