

Forum:[Hack Forums](#)

Thread: [Shield model\[High poly\]{With wireframe}](#)

Ryuuji Takasu - August 1, 2014, 3:28 pm

it started out as a mask and somehow i screwed it up to be a shield

[\[IMG\]http://i.minus.com/jczhGzLCpGC2e.png\[/IMG\]](#)

Assets used:

cinema 4D

GSG Texture kit

GSG Light/Studio kit

[\[img\]http://i.minus.com/ibe332ImxfEeG5.png\[/img\]](#)

[\[img\]http://i.minus.com/i76Bdj7kLq18j.png\[/img\]](#)

Euras - August 1, 2014, 4:38 pm

Looks pretty cool. Not so sure about the texturing though.

Could you post a wireframe render?

Ryuuji Takasu - August 2, 2014, 12:19 am

(Aug 1, 2014 04:38 PM)Euras Wrote: [\[CITE\]](#) Looks pretty cool. Not so sure about the texturing though.

Could you post a wireframe render?

Sure no problem ^_^

been a while since I had to do that XD

Spl33k3 - August 2, 2014, 9:07 am

Doesn't really look like a shield, looks more like you ripped the front of a Beagle of

Euras - August 2, 2014, 9:37 am

(Aug 2, 2014 12:19 AM)Ryuuji Takasu Wrote: [\[CITE\]](#) Sure no problem ^_^

been a while since I had to do that XD

Thanks. Looks nicely modeled good job.

I'd just work on the texturing a bit more.

Boxie - August 3, 2014, 3:58 am

Try to use GI and AI..and it will look better.. ;)

Ryuuji Takasu - August 3, 2014, 4:17 am

(Aug 3, 2014 03:58 AM)Golz?r Wrote: [\[CITE\]](#) Try to use GI and AI..and it will look better.. ;)

already using just using one of the standard settings havnt played with the new c4d R15 GI settings

Slinger - August 4, 2014, 4:50 am

The model looks decent, nice smooth edges and tings