

Forum:[Hack Forums](#)

Thread: [Alcatraz Cell Block in Cinema 4D \(Cinema 4D\)](#)

Originality - November 2, 2014, 1:10 pm

Well I finally finished the cell block. If you want to see the progress renders they are in my behance!

Here is the Speed Art, I feel that instead of posting a picture people are more entertained by at least watching some of the process to get to the final product.

[Video: <https://www.youtube.com/watch?v=CahZsMxXRDA>]

ShockeM - November 2, 2014, 9:33 pm

That looking pretty fucking sick dude. Nice job! i wish i could do something like that xD

Dxzt - November 2, 2014, 9:34 pm

Really amazing work OP, very very awesome! ?

Programming - November 2, 2014, 9:36 pm

Do you know how much money you could be making right now?

Skilled - November 3, 2014, 3:12 am

Damn dude i wish i could model like that in c4d. 10\10 all day

Originality - November 3, 2014, 4:25 am

Thank you guys! I've finally decided to look into college for game designer so I'm pretty excited.

DontRep4Rep - November 3, 2014, 4:45 am

Great work man keep it up I will be doing some cinema 4d work as well soon!!

Jordy Clasie - November 3, 2014, 4:47 am

you sir, are a c4d god haha! looks really great and I think you will have a lot of satisfaction in the game design industry!

eoNe - November 3, 2014, 5:48 am

Damn dude this is sick job looks amazing.

TRH4CK - November 3, 2014, 6:01 am

This dude is a god! Man you rock in this!

Regulus - November 3, 2014, 6:03 am

Holy mother of fucking god that's sick bud!

Nigga From Africa - November 3, 2014, 6:07 am

This looks fucking amazing, GJ OP =)

Originality - November 3, 2014, 1:08 pm

Thank you guys! I really do appreciate all this feedback!

Banana - November 4, 2014, 12:40 pm

Do you even know how much money you could be making from this....HOYL CRAP IT IS NICE

Weebex - November 4, 2014, 12:59 pm

Holy shit dude, that is way too gosu! Very nice work man!

Dog™ - November 4, 2014, 1:05 pm

Holy! Please do more of these, you should make a YouTube series or something.

hello im me - November 4, 2014, 1:14 pm

Man this was just awesome good job! 10/10

How much time did you spend making this??

thrax - November 4, 2014, 1:16 pm

That's amazing dude, you have a real skill there!

Originality - November 4, 2014, 6:18 pm

Thanks guys! It took about 5-1/2 hour to model, 45 minutes to texture, and then 45 minutes to do some color corrections and manipulations!

Wired? - November 4, 2014, 6:55 pm

Wow dude I'm looking through your youtube channel and all of your work is amazing. I'm still learning Cinema 4D, and I can't even imagine ever making something as detailed.

Belovingly - November 4, 2014, 10:39 pm

I think it looks great, but I gotta say I don't think your workflow is the most efficient.

Not that I know much since I'm a newb, lol.

But yeah, I think most people tend to make more basic models if they paint over.

Either that, or they do a detailed model and do most of the work in texturing.

You kinda took the long route by doing more of both sides.

Originality - November 5, 2014, 4:41 am

@Belovingly, you are right. Most people do UVW mapping with high resolution textures to get the proper effect. The only problem with that is, your not practicing modeling. This is all trying to help me prepare myself for learning Autodesk 3DS Max and understanding modeling more than I do now. Though, I am looking into UVW more. Thanks for the feedback!

Belovingly - November 5, 2014, 10:27 am

(Nov 5, 2014 05:41 AM)Originality Wrote: [\[CITE\]](#) @Belovingly, you are right. Most people do UVW mapping with high resolution textures to get the proper effect. The only problem with that is, your not practicing modeling. This is all trying to help me prepare myself for learning Autodesk 3DS Max and understanding modeling more than I do now. Though, I am looking into UVW more. Thanks for the feedback!

No problem! If you've got any questions about game design I might be able to answer 'em since that's what I'm studying. (The stuff you do, not how you do stuff lol).

But yeah, I think you'd be pretty solid.

Originality - November 8, 2014, 10:25 am

(Nov 5, 2014 11:27 AM)Belovingly Wrote: [\[CITE\]](#) No problem! If you've got any questions about game design I might be able to answer 'em since that's what I'm studying. (The stuff you do, not how you do stuff lol).

But yeah, I think you'd be pretty solid.

Awesome, thanks a lot! We should definitely get in contact so I can learn more and have someone with common interests to talk to.

Toscan - November 8, 2014, 10:34 am

Amazing work man looks great! Keep it up :)

cooldav99 - November 8, 2014, 11:52 am

I would kill to have the same skills as you, Great job. Keep up the good work!

Francis J. Underwood - November 8, 2014, 12:48 pm

Very detailed af. I love it. Rate 10/10. Keep up the good work!

ichundich0 - November 8, 2014, 2:46 pm

10/10 !! Thats amazing dude !!! I love it. You make me jealous with your work. Keep up the great work!

A n g e l - November 8, 2014, 3:31 pm

That's cool man, absolutely amazing! ?

Charger - November 8, 2014, 4:27 pm

Nice! I have actually been to Alcatraz and you got it pretty close!

dephekt - November 9, 2014, 9:22 pm

Wow that looks really nice. Good work!