

Forum:[Hack Forums](#)

Thread: [3D Medieval City 3DS Max](#)

MysticShadows - January 11, 2015, 5:08 am

So guys my school gave me homework I have done some stuff by now and i could use someone to rate my stuff.

Im working on the houses right now and tell me what you think about it.

The textures are not the final textures.

I am still working on it ofcourse this is just some stuff i already made.

[Link to 3D render](#)

Thanks in advance for rating it.

ShayFros - January 11, 2015, 5:13 am

Pretty cool! I give it an 7.5/10 so far! I think it will be pushed to around a 9/10 when its a finished product :)

MysticShadows - January 11, 2015, 5:15 am

(Jan 11, 2015 06:13 AM)TheBamboozler Wrote: [\[CITE\]](#) Pretty cool! I give it an 7.5/10 so far! I think it will be pushed to around a 9/10 when its a finished product :)

thanks m8 i know it's not that great right now bcuz it's my second project ever made in 3ds max XD. btw i think i will make a castle around it and begin with opening castle door to my city on skrillex music. And now u will think whaaat? XD it's this one

<https://www.youtube.com/watch?v=ryR9A8-Nl0Q>

Stu-Pot - January 11, 2015, 6:13 am

It's funny how people can give you low rates, tho they have no knowledge about 3D modeling.

moiserien - January 11, 2015, 7:05 am

sweet, (you could make a church :p:p)

Coldfish - January 11, 2015, 12:48 pm

I like it very much. would give an high rate as well, can't wait to see it finished :)

Latinsnake - January 12, 2015, 1:39 am

Really cool, and I know how much work it is to create 3D objects. May I ask for how long you're doing it so far?

MysticShadows - January 12, 2015, 7:00 am

(Jan 12, 2015 02:39 AM)Latinsnake Wrote: [\[CITE\]](#) Really cool, and I know how much work it is to create 3D objects. May I ask for how long you're doing it so far?

Im going to work on it today. Not very further than what i have rn ?

Latinsnake - January 12, 2015, 11:51 am

No I meant how long are you doing 3D Modeling so far :D

zetza - January 12, 2015, 11:51 am

I hope you're going to update it, because it looks pretty weird with a pink gable (I think it's called) :)

Looking good so far for the other buildings though!

xenko - *January 13, 2015, 11:14 am*

Out of context, it looks very plain. Curious to see how it looks when placed in an environment. But nonetheless, 6/10 for me. You need to work on your texturing a bit too. But for a start, it looks pretty nice.