

أحكى لنا عن مغامرة فى عالم التصميم ثلاثى الأبعاد حدثت معك ؟
المغامرة التي خضتها وأعتبر ناتجها من أفضل الأعمال التي قمت بها .. هو التصميم الذي أطلقت عليه .. تصميم العبقري .. وذلك لأن العمل به تفاصيل كثيرة جدا وكان جزءا كبيرا منه من نسج الخيال .. ولقد أخذ مني ما يقارب الشهر الكامل حتى تم إنجازه وأنا فخور بذلك ولله الحمد والمنة ..

ولناخذ رايأ آخر من الولايات المتحدة الامريكية الاستاذ Stephen R
USA 41 yrs old Meyer
والمعروف فى عالم الانترنت بـ OD1

If you have any work on satellites ex. Write it
WWW.embreostudio.com.no satellites work.. but website.. .

And here we will talk with him to know how it going with him
What's the reason make you using our great cinema 4d ???
What kind of modeling you work with .. polygonal modeling ; spline
or nurbs or what ever ????
I am a guess a Polygonal Modeler..I like to see some kind of shape
before I start making cuts or detailing parts of model..

When you modeling something did you work with your imaging or
by seeing ???

I do not use ref images. I see the model in my head.. then start to
shape it out..But Iam starting to use..for characters

What you say about complex in cinema 4d . if our software give us
the potentiality to do ?

as for what you can do with C4d.. well I would rate at the top,
because you can do just about every thing you can do with the other
leading apps.. Like 3dsmax and Maya etc..so yes.. you can do some
great things with C4D.. and just wait more is on the way.. look for
C4d starting to gain on the other apps..as for deatil.. it all in the work
you want to put into your model or project.. you should check out my
Death star Model at the cafe Gallery.. very detail but simple model..