Subject: Steampunk Nautilus submarine
Posted by entertailion on Thu, 23 May 2013 20:21:27 GMT
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I'm designing this steampunk-styled submarine in Blender. I still need to add some portals, lights and maybe more rivets. And I need to figure out how I'm going to make the model stand on a flat surface.

File Attachments

1) steampunk_nautilus.png, downloaded 166 times

Subject: Re: Steampunk Nautilus submarine
Posted by wedge on Fri, 24 May 2013 08:00:28 GMT
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loocks good. Wich scale do you plan?

Subject: Re: Steampunk Nautilus submarine
Posted by entertailion on Fri, 24 May 2013 12:42:23 GMT
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Thanks. It should be about 10cm long.

Subject: Re: Steampunk Nautilus submarine
Posted by mkroeker on Fri, 24 May 2013 13:02:57 GMT
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entertailion wrote on Thu, 23 May 2013 20:21need to figure out how I'm going to make the model stand on a flat surface.
How about a small tray filled with sand, sub resting on the seabed ?

Subject: Re: Steampunk Nautilus submarine

Posted by entertailion on Fri, 24 May 2013 13:24:23 GMT
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mkroeker wrote on Fri, 24 May 2013 13:02
How about a small tray filled with sand, sub resting on the seabed ?

I didn't think of that. I will model some variations to see how it looks.

Subject: Re: Steampunk Nautilus submarine
Posted by entertailion on Fri, 24 May 2013 16:37:17 GMT
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Since I'm planning on printing the model in sandstone, I have to put some big holes at the bottom. So I've decided to add some legs for the model to stand on which will hide the bottom holes from view.

File Attachments

1) steampunk_nautilus2.png, downloaded 112 times