Subject: How to keep Models low poly Posted by Anonymous on Tue, 25 Feb 2003 13:52:00 GMT View Forum Message <> Reply to Message

The faces panel dissapears when the object is converted to an editable mesh though, is there any way to change it then? Also would using a geo-sphere make any difference in polys than using a normal sphere?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums