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Subject: How to keep Models low poly

Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:28:00 GMT

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Well for starters, if you are making a cylinder you dont need more than 8 sides. I never found a reason for more than 8 sides, I usually stick with around 6. But in my Cambodia map, the wooden tower's post are 3 sided and still look great. Just lower the amount of sides you use and delete any polys that no one can see.

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