
Subject: OT: For anyone who knows Visual Basic...
Posted by [Anonymous](#) on Sun, 29 Dec 2002 15:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Havoc 89:i can make really detailed models. but i always try to make my models so that they can work ingame. i try to make my model extreamly low poly.That is what everyone tries to do but few people can make high detail models with a limited amount of polygons.
