quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:Amazing modeling... I just love the waste of polygons.Again with the not reading, how many is that, like two......You could have done that with 45\% of the polygons you used and still made it look better than what they look like right now.As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.