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Subject: Dual Bunkers (pics included)

Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:01:00 GMT

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Below are links to pictures of the model. Most textures used are official and its between 1500-2000 polygons. Any improvement suggestions? (apart from adding gdi/nod symblos to show which team its for as currently its a neutral building. That may change however) front view  
:http://www.n00bstories.com/image.view.php?id=1629255079&gallery=1219 Back view  
http://www.n00bstories.com/image.view.php?id=1945024395&gallery=1219 currently im not sure whether I will publicly release the model, give it to 1 mod team or use it in a future map of mine. It depends if I have the time to make a few more models that would go well with it.

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