Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:42:00 GMT
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lol, I added OPtimize modifer to it to reduce polygons, just to see what it would do to the textures, and alpha blending. It reduced it to 1 polygon, and did not retain any of the vertice painting (didn't think it would, as there are no longer any vertices, but thought I would see, for the **** of it).