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Subject: Poly count?

Posted by [Anonymous](#) on Sat, 16 Mar 2002 00:59:00 GMT

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here is an other tip:polygons on a flat plane are useless, try making one by collaps or weld->target.also dont use nurbs or complicated forms,a box for a tank and humans circle's (head) or cylinder(body).Textures can do alot more than a bunch of poly's

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