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Subject: my 1st vehicle model

Posted by [Titan1x77](#) on Fri, 03 Dec 2004 22:32:44 GMT

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yea,I tried to clean it up by removing edges in editable poly, but when you export is still reads 1300 poly.

I'm better off starting over again or start something new with what Ive learned so far.

I get what you mean by more rounded,I'll just chamfer the egdes that meet, if i decide to clean this up, right now im making my own textures from scratch and trying to map em.

heres what i came up with for a base texture...thinking about removing extra poly and just texturing on the vents and lights

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