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Subject: First building, your comments?

Posted by [RetrocideX](#) on Sun, 16 Jan 2005 23:08:49 GMT

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I used the in-game render but I could not get it as round as it could, I was also trying to work around a polygon budget. As far as detail only thing I could spot that i did not add was probably the crates, barrels, pipes and railing. If you can point out anymore, let me know. Thanks for the comments.

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