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Subject: Super High Polygon Models...

Posted by [Sir Phoenixx](#) on Tue, 15 Apr 2003 00:07:36 GMT

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Here's a few very early screenshots of a Russian T-72 tank I just decided to finish...

This was a very high polygon model that I started quite some time ago (probably about a year) for an intro movie of a Quake 3 mod, but shortly after that I lost interest in finishing it for them. I'll be finishing this, and doing a few more super high detail models (a Mobile SCUD, and a M1A2 Abrams most likely) later (mainly to have models that I can show off my super high polygony skills ).

I was wondering, would there be anyone who would want a highly detailed model for an intro movie, or something like that, or have any suggestions for other military vehicles that I could do?

Also, what do you think of it so far? (besides the obvious "it's not finished")

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