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Subject: Unfinished weapon models

Posted by [maytridy](#) on Sat, 26 Apr 2003 12:05:31 GMT

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Quote:I don't think the polygon counts need to be lowered at all. You could actually insert some more detail in there... (try to shoot for around 800/900 polygons). But whatever suites you best.

(You could make use of the extra edges running down the center of the tops of the guns, pull them out in some places to add a little more shape. And isn't the trigger a little too long?)

I agree. Add some more detail, and shorten the trigger on the first gun. I like the first gun the most though.

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