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Subject: W3D Engine Test

Posted by [Halo38](#) on Tue, 06 May 2003 16:44:57 GMT

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A while back s8mirknk (can't remember his name) got in contact with some guy (chuck i think) and he developed a proof of concept using high poly counts and limited textures and material types for ren 2 i'm trying a simalar concept on a DM i have planned.

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