
Subject: Re: New Character made tell me what yall think
Posted by [N1warhead](#) on Fri, 19 May 2006 21:47:00 GMT
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ohhh i dont think i mentioned that pic up top was a WallPaper i made for it LOL LOL LOL LOL.. ok im going to let yall decide if this is High Poly Modeling im not sure exactly i just no its alot of Polygons AND I PUT LIKE 50 OF THESE in the Beta Test map to try if it got slow and it did not get slow so heres the pic

OH yea and i got 1 question for u guys, is there anyway possible to extract the Models out of 3ds max to Ren-X with the Textures still on it the same way i got them on it on the main pic ?
