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Subject: Re: Terminator | A new fate Official Thread

Posted by [Zion](#) on Sat, 12 Aug 2006 20:37:41 GMT

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I always delete faces that cannot be seen what-so-ever no-matter where you are in the map (usually the ones that you cannot see or ones that rest/hidden by other faces on another model). Cuts a great hole in the poly count.

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