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Subject: New weapon (poly)

Posted by [Creedy](#) on Sun, 25 May 2003 23:59:46 GMT

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Hey guys

Can I just ask how many polygons would you use in a boss weapon

e.g. volt rifle

because I have made an assault rifle but I don't know if it has too many polygons in it.

Polygons = 1479

After I have sorted this area out I will move on to skinning and boning and then I will release it (If all goes well).

Thx

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