Subject: Re: Ion Beacon Replacement, Ion Sphere. Come looK!
Posted by Zion on Sat, 03 Mar 2007 01:11:29 GMT
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The whole model is at a way too high poly count. Make the whole thing 1000 polys at a maximum.

Oh, and that model isn't exactally unwraped by using a plane unwraping method. Unwrap each peice and box them into a 256x256/512x512 texture.