
Subject: Re: My first (horrible) model
Posted by [Zion](#) on Sat, 24 Mar 2007 20:30:24 GMT
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That's actually quite good. Better than the first thing i done.

Add some props and touch up the middle body. Then give it a texture and render it with a skylight and advanced light tracer.

Oh and Dave, if you give that weird box thingie a box UV map it will look better. Try shrinking the parameters too.
