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Subject: Re: 3D Modeling 1 final proj

Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 17:08:00 GMT

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Well, I'm telling you to get a very good texturer/skinner (if you dont have one yet) so they could make really good textures so the buildings could look good. My brother had a .max file that had all of the BFD models, but the buildings that bullet made looked really low poly. By the way, BFD is a good mod!

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