
Subject: Re: To much polys?

Posted by [mr£ÄŞÄ-z](#) on Sun, 27 Jul 2008 18:26:05 GMT

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ehhh what? anyways its for a small own roleplay map im working on

check out this gun low polys still good?
(just test texture)

I want you guys to tell me what i do wrong and what i could do to make better models

File Attachments

1) [MR_Pistol.bmp](#), downloaded 615 times
