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Subject: Re: My new MAC10

Posted by [mr&sz](#) on Fri, 07 Nov 2008 11:41:46 GMT

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Without that Shoulder thingy my model just have 600 Polygons, i didnt really tryed to save polygons, i always wanted to make 1 good model & texture

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File Attachments

1) [mac.jpg](#), downloaded 385 times

