
Subject: Re: Sciencepark Renegademap
Posted by [samous](#) on Tue, 09 Dec 2008 01:43:33 GMT
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Cabal8616 wrote on Mon, 08 December 2008 16:31 Holy shit, that's TERRIBLE. Sorry, but it's just a bunch of crap thrown together. Use extrude, weld, and please, do NOT use more than 2 poly's per flat surface (It's technically two since a plane is two triangles, but yeah).

Maybe I'm wrong about the poly usage, but, show wireframe pics from gmax.

How could you say that, it looks awesome! This looks like it will be a verry well detailed map, an a really cool one at that.

=samous

-good luck finishing it
