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Subject: Re: Sciencepark Renegademap  
Posted by [RedOne](#) on Tue, 09 Dec 2008 16:32:23 GMT  
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Quote:It does look nice, I agree. But Cabal is right in terms of the procedures of modeling. If you don't try to use the least amount of poly's possible it will come out laggy and large in filesize. If you can learn to model using extrude, weld, and so on, it will be harder to make but will come out ultimately much nicer in the end.

He can be right thats something I wont start a discussion about. Yesterdayevening after his reply I looked back in my files and found where he was talking about i think. But I am kind of a beginner so its a bit new to me. I restarted a few times to do it differtent so my filesize get less high.

Quote:RedOne, did you check out the Advanced Gmax Tutorials at RenHelp? They explain a LOT and are very helpful.

I learned a by using the RenHelp. I shall read that one. only you talk about things that is already new for me like welding. And I am thinking about how to use extrude in the map.

Thx

GrTz Rene

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