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Subject: Re: Beta gunmodles / need texturing help  
Posted by [Reaver11](#) on Sun, 14 Dec 2008 22:02:53 GMT  
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R315r4z0r wrote on Sun, 14 December 2008 12:44 That pistol is awfully high poly compared to the image.

It looks like you have more than 20 sides to the rounded edge on top and on the silencer...

I count approximately 39 polys in the concept, you got 622!

True that renderd pistol has way less polys. Keep in mind it was made in the old days. I don't want an exact copy of that pistol just something that is the same but then higher poly count.

The silencer has 18 sides and one height seg.

On these next screenies I have upgraded the looks of the pistol even better. Only thing is that it might no resemble that original pistol. (if I enhance it too much)

I have just done the texturing quick and dirty by using standard uvw maps. (I haven't really saved on polys as you can see)

(The renegade 500 sniper has 1500 polys so I'm still good)

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