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Subject: Re: Santa Character!

Posted by [rrutk](#) on Wed, 04 Feb 2009 21:50:09 GMT

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Di3HardNL wrote on Wed, 04 February 2009 12:52 This santa has 1634 polygons, which is maybe much for a character for use in renegade.

I am thinking about another character to make, maybe some horror ones. Anyone got great ideas for a new character?

yes. I'm looking for some1 making those Ren2-Characters:

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### File Attachments

1) [Soviet\\_Sweeper\\_Original.jpg](#), downloaded 905 times



[WWW.TASMEDIAFILE.COM](http://WWW.TASMEDIAFILE.COM)

2) [Soviet\\_Scavenger\\_Original.jpg](#), downloaded 885 times

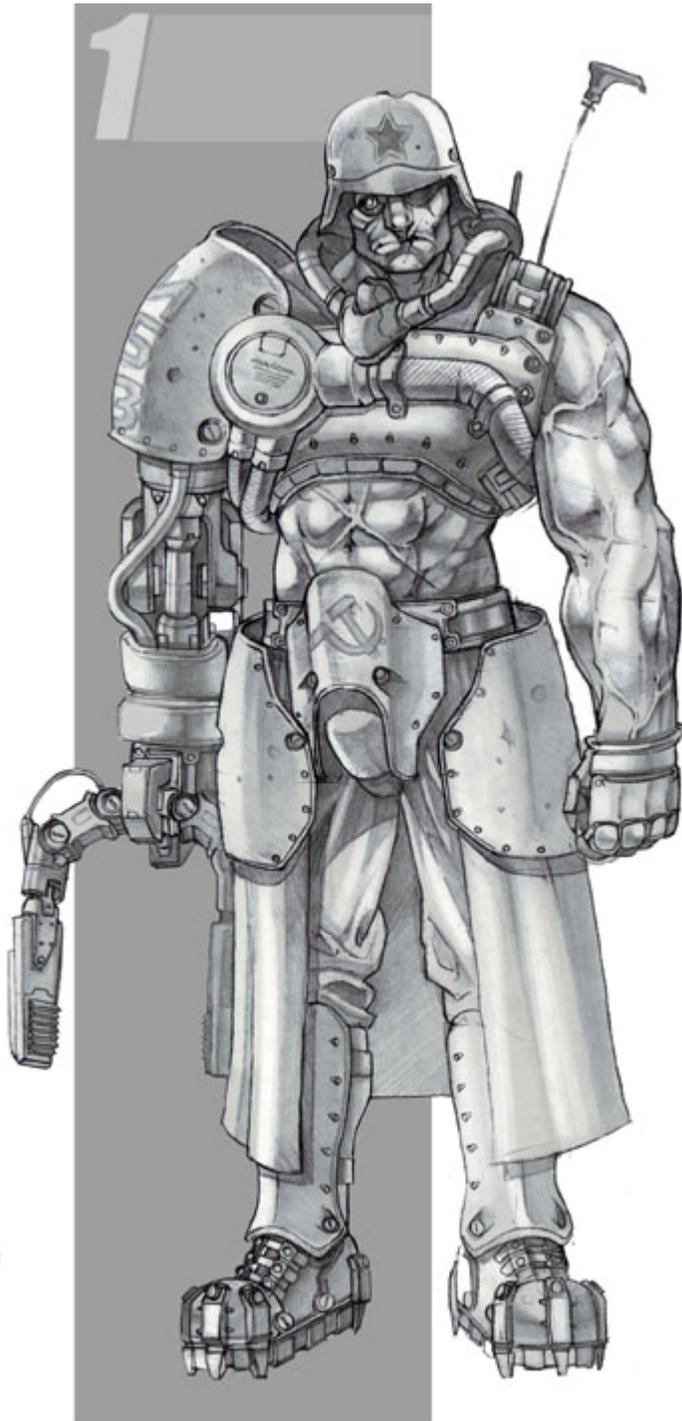


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3) [Soviet\\_Lone\\_Original.jpg](#), downloaded 865 times



4) [Soviet\\_Conscript\\_Original.jpg](#), downloaded 870 times

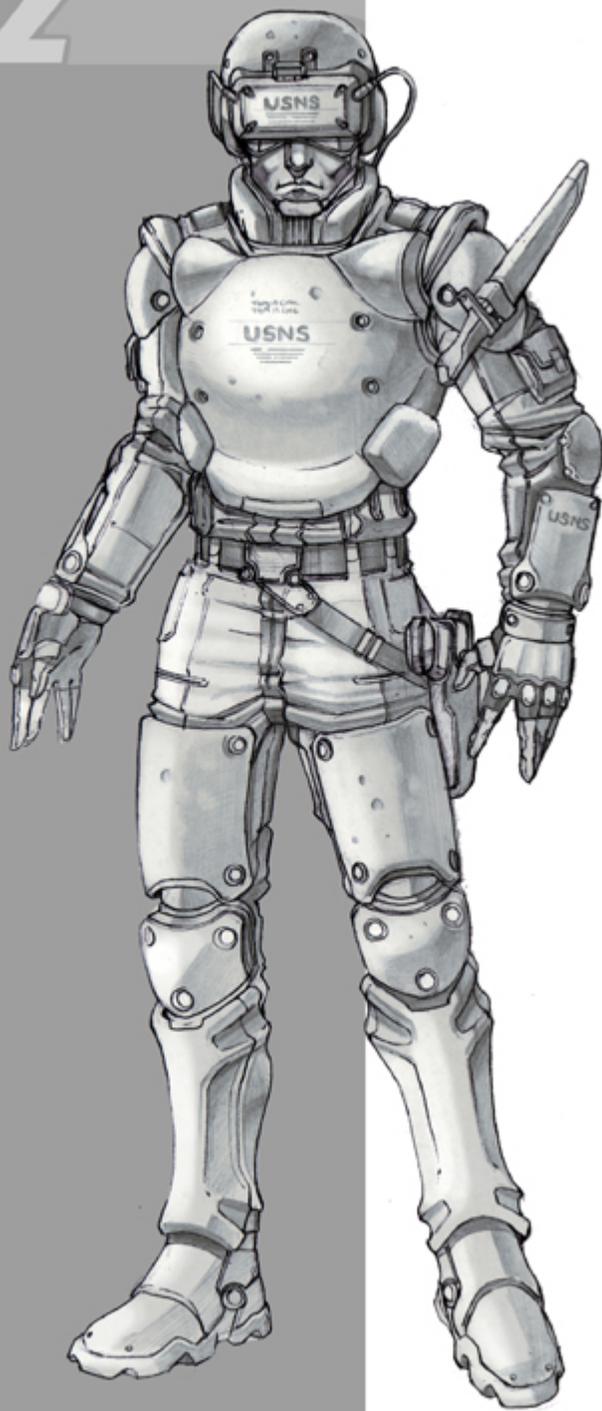


**SOVIET** Conscript

TAS 2001

5) [Allied\\_Seal-2\\_Original.jpg](#), downloaded 876 times

2

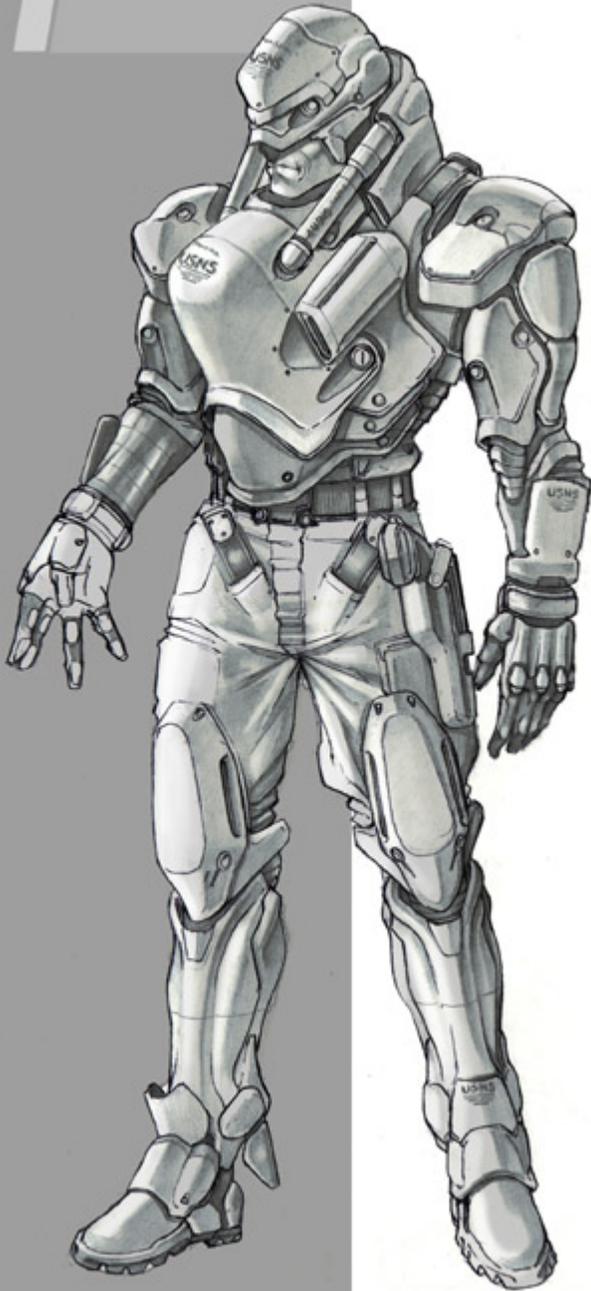


**ALLIED** Seal

TAS 2001

6) [Allied\\_Seal-1\\_Original.jpg](#), downloaded 871 times

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RENEGADE 21

ALLIED Seal

TAS 2001