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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 12:52This 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 idea's for a new character?

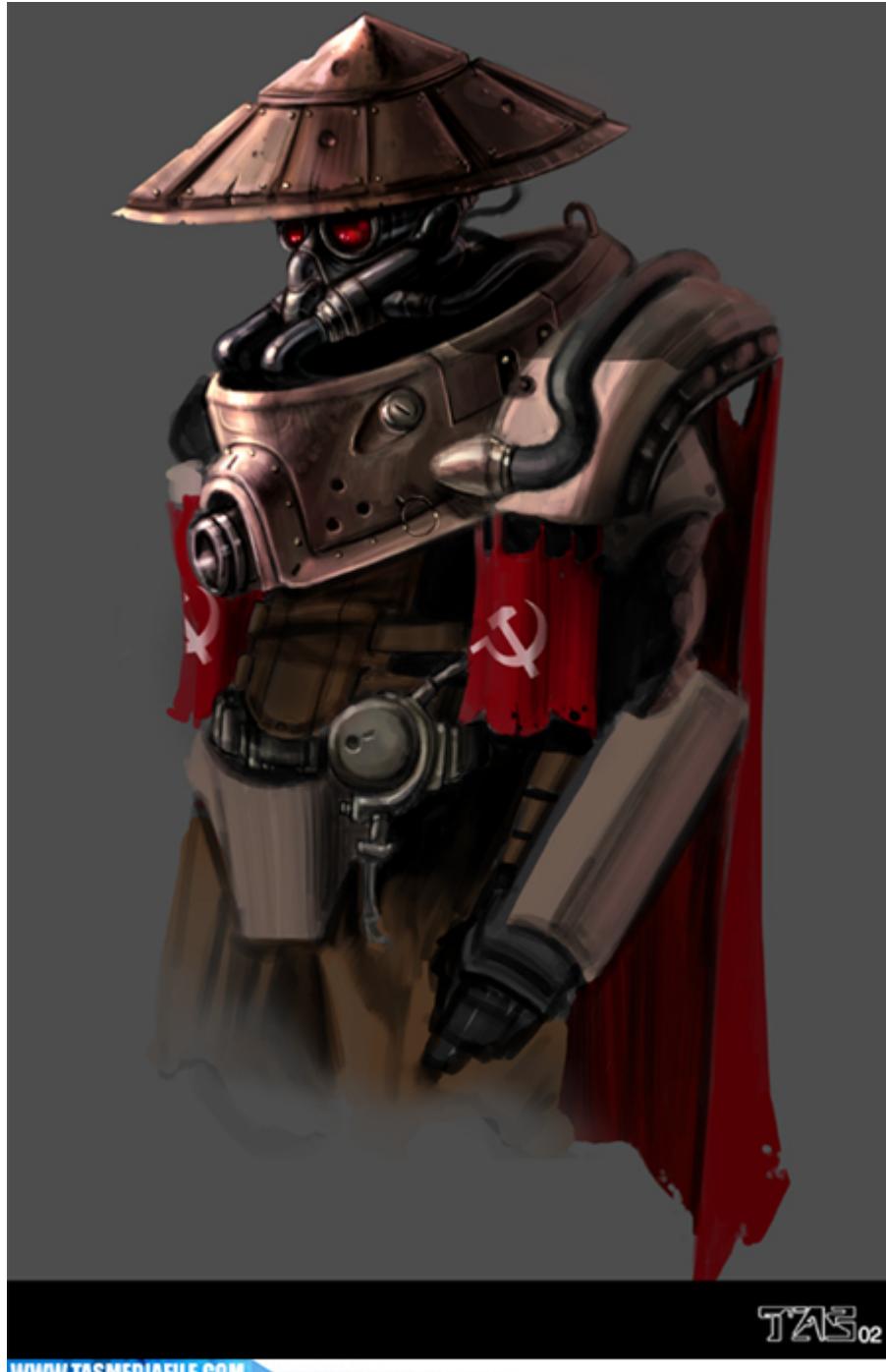
yes. I'm looking for some1 making those Ren2-Characters:

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#### File Attachments

1) [Soviet\\_Sweeper\\_Original.jpg](#), downloaded 741 times

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

2) [Soviet\\_Scavenger\\_Original.jpg](#), downloaded 708 times



TAS<sub>02</sub>

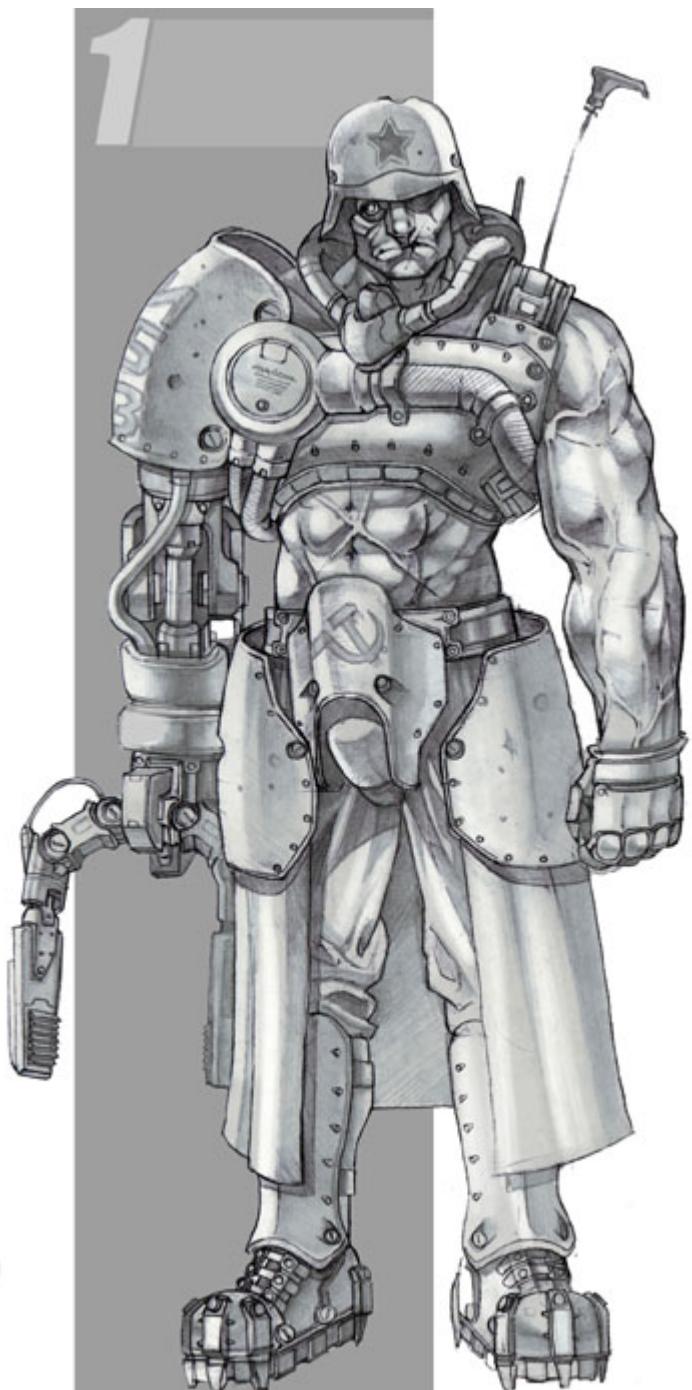
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3) [Soviet\\_Lone\\_Original.jpg](#), downloaded 705 times



TAS02

4) Soviet\_Conscript\_Original.jpg, downloaded 707 times

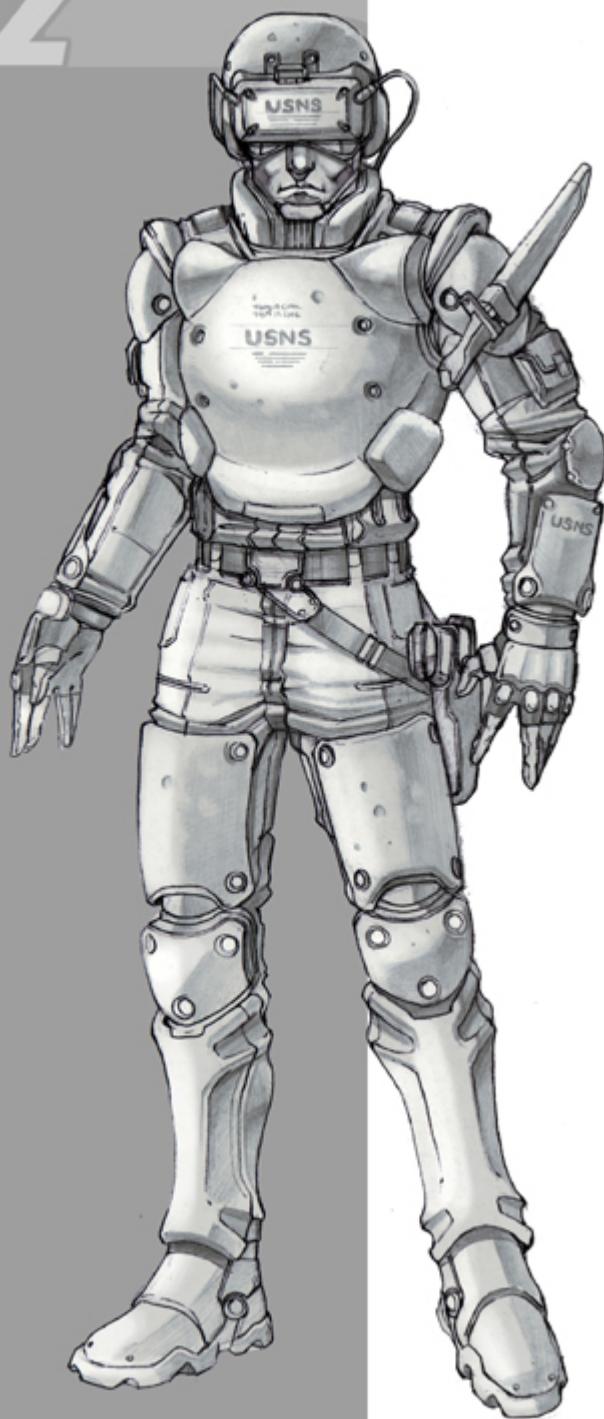


**SOVIET** *Conscript*

TAS2001

5) [Allied\\_Seal-2\\_Original.jpg](#), downloaded 724 times

2

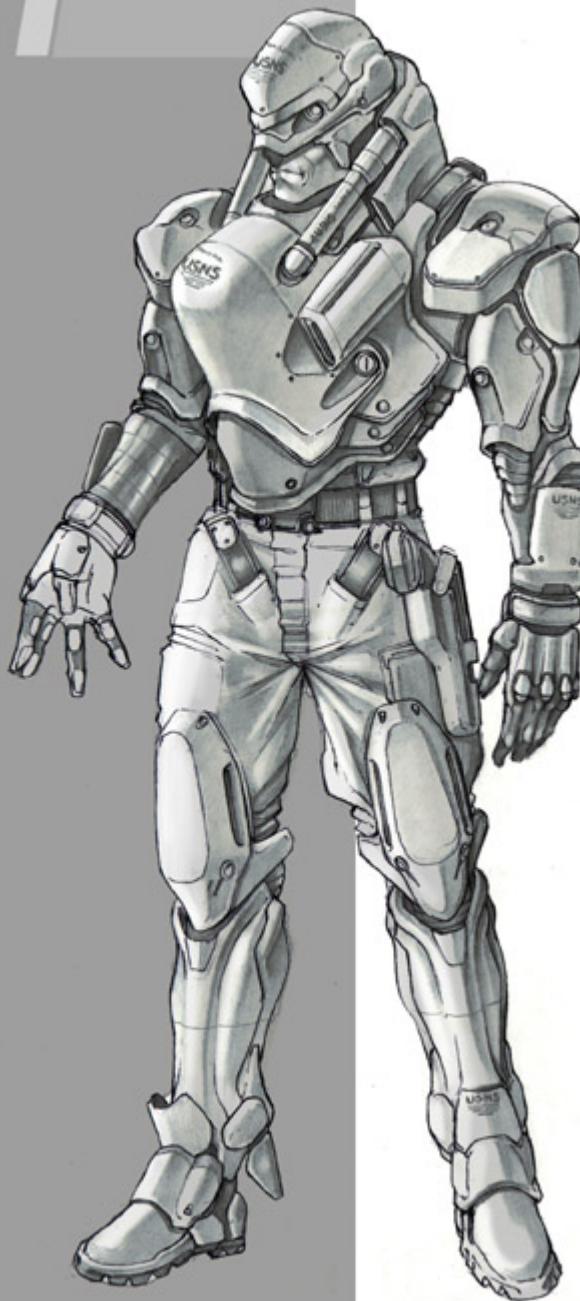


**ALLIED** Seal

TAS 2001

6) [Allied\\_Seal-1\\_Original.jpg](#), downloaded 699 times

1



**RENEGADE 2**

**ALLIED** Seal

TAS 2001