
Subject: Re: Santa Character!

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

[View Forum Message](#) <> [Reply to Message](#)

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:

File Attachments

1) [Soviet_Sweeper_Original.jpg](#), downloaded 439 times



WWW.TASMEDIAFILE.COM

2) [Soviet_Scavenger_Original.jpg](#), downloaded 406 times

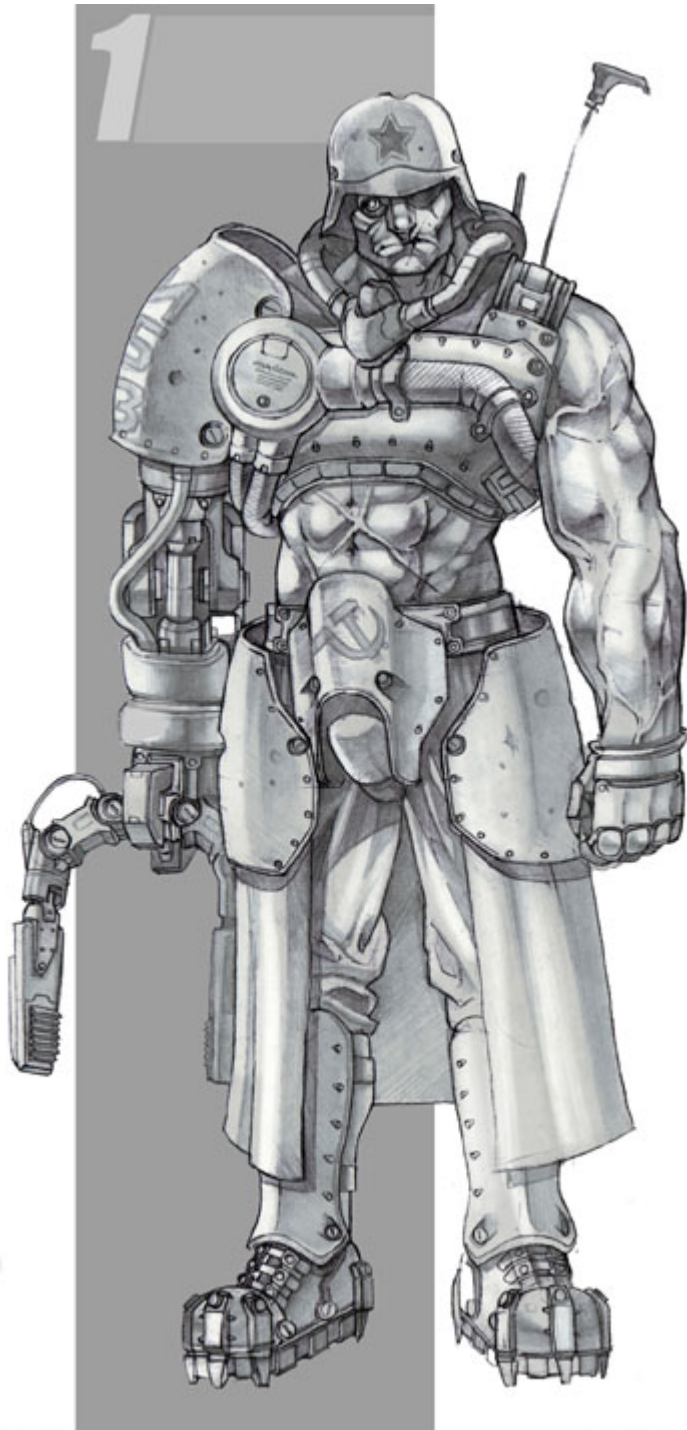


WWW.TASMEDIAFILE.COM

3) [Soviet_Lone_Original.jpg](#), downloaded 404 times



4) [Soviet_Conscript_Original.jpg](#), downloaded 410 times

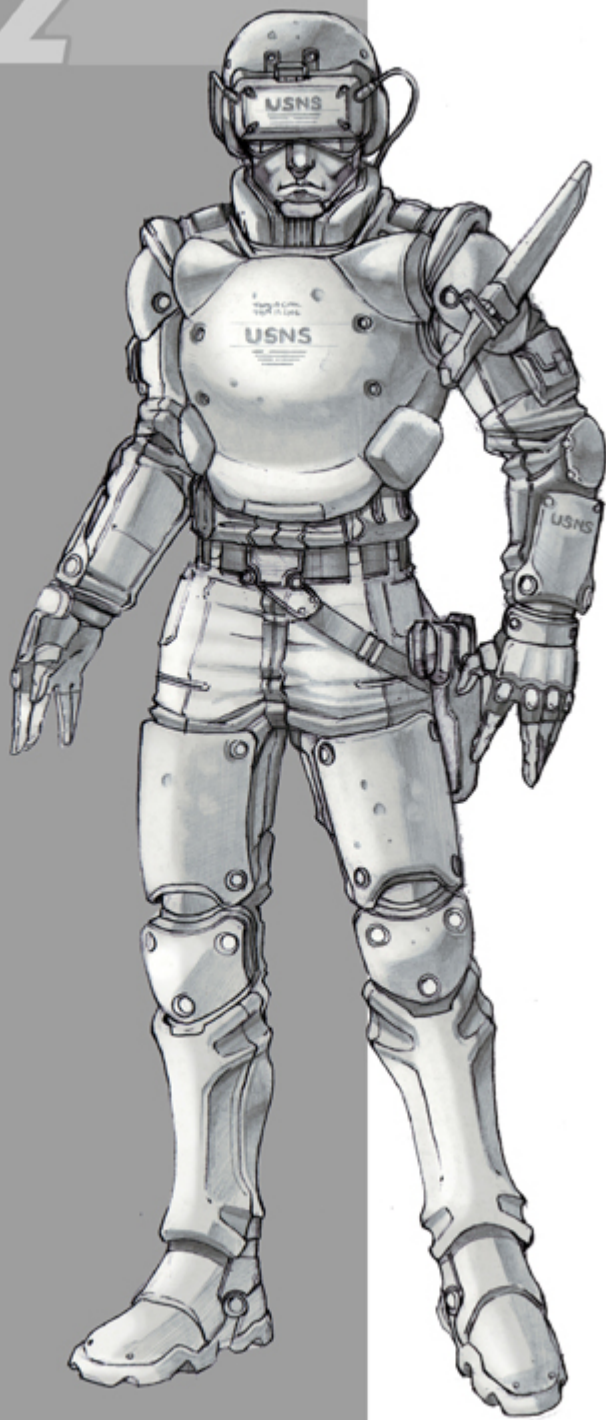


SOVIET Conscript

TAS 2001

5) [Allied_Seal-2_Original.jpg](#), downloaded 423 times

2

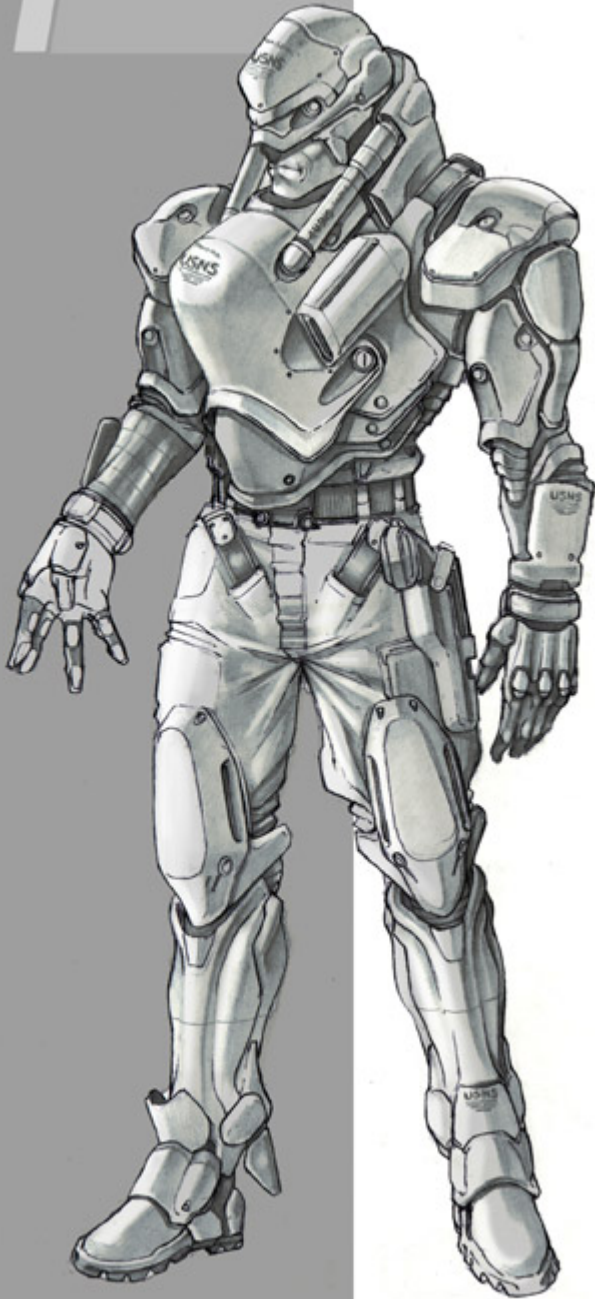


ALLIED Seal

TAS 2001

6) [Allied_Seal-1_Original.jpg](#), downloaded 398 times

1



RENEGADE 21

ALLIED Seal

TAS 2001