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Subject: Uzi Finalized And Off to the SKinning Hut (Video inside )

Posted by [Dante](#) on Thu, 07 Aug 2003 14:24:17 GMT

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i might have it havoc, btw, that thing is WAY too many poly's to put in a game for a gun, tone down on some of the modeling curvatures, and add a kick ass skin to it...

i can't tell everyone enough, the skin will make your model look higher detail then it really is, it is all about illusion.

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