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Subject: Lego MOD!

Posted by [Sir Phoenixx](#) on Thu, 21 Aug 2003 12:23:50 GMT

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Infinintone problem is makeing it not have so much polys cuz thar building has over 5000 polys! which is a problem and i cant get rid of the polys with out it messing up my texture

LOL... Are you serious? 5000 polygons for that thing? How the hell did you manage to stuff 5000 polygons in there? Don't tell me, you modeled each individual "lego block"?

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