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Subject: Renegade Alert AK-47

Posted by [boma57](#) on Thu, 21 Aug 2003 20:26:18 GMT

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Havoc 89963 for that??? damn... it looks like around 400

It's all in the muzzle, which you can't really notice in the images. You can see it ingame though, and what you can't see ingame is the back, what everybody's been saying wasn't detailed enough.

Renegade can handle ~1000 polys smoothly for a first person weapon. I could make the back better, but why should I waste polys on detailing a part of the model that won't be seen?

For the third person model, I'm going to have to cut down the polys in the muzzle, and I'll move some of them to the back when it makes sense, because they'll be visible.

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