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Subject: Dragunov SVD model

Posted by [MonkeyPhonic](#) on Mon, 29 Sep 2003 10:49:20 GMT

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Nice one, and good use of smoothing groups which makes a change these days. 1300 is not too bad at all for a top version of a weapon. If you put it in game in first person, and got rid of all the non visible polys you'd soon find that poly count down to 800 or so.

Are these images the optimised ones now? There's still a couple of bits you could do to shave a few polys.

Nice work.

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