

---

Subject: Gattling Tank by Lode

Posted by [MonkeyPhonic](#) on Wed, 22 Oct 2003 22:49:58 GMT

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

---

Sir PhoenixxThe only thing that the messed up polygons prove is that rendering a model with smooth on is stupid.

Getting mesh smooth is piss simple, it just takes a bit of time and effort and brings out much better renders. You make some really good models your fear of the smooth shading is strange.

---