

---

Subject: PPSH 41

Posted by [SuperFlyingEngi](#) on Mon, 09 Feb 2004 21:28:24 GMT

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

---

Since that gun's fairly detailed, I would consider adding maybe 4-5 more polygons to the rim of the magazine. Right now, it looks very blocky relative to the rest of the weapon, which looks really good.

---