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Subject: My First Go At Vehicle Modelling  
Posted by [Sanada78](#) on Tue, 24 Feb 2004 21:03:25 GMT  
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Thanks for the advice.

I think I'm going to finish it off as it is, then copy it and optimizing it like you suggested by removing unnecessary polygons. I'll basically just have two different versions. I just want to keep a higher detailed one too.

EDIT: I actually created it from scratch. It just looks quite like the original Renegade one.

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