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Subject: FOF Presents - Archer Character  
Posted by [Genocide](#) on Tue, 23 Mar 2004 21:17:14 GMT  
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Because we have to import from maya, the conversion can cause some hard edges but you wont really notice this.

Chris took time and alot of effort in creating both the model and texture, there is no bluriness which myself, chris and otheres has agreed on, how can there be pixelation if there is bluriness?

Whats the other problems you see phoenixx?

Beany i backup every week now so no hacker,pc fault or hoe is going to stop us.

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