Subject: Original Nod Recon Bike rendered wallpaper
Posted by Anonymous on Thu, 23 Jan 2003 14:08:00 GMT
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quote:Originally posted by steggyd:When rendering pictures, one does not need to be so cheap with polygons. The tires look like crap for a rendered pic. Afterall, the bike is the focal point of the pic.it's an in-game model... not a high resolution model... it's like 800 polys... now why would you make something look low-res when it's going to be rendered... you answered your won quesiton didn't ya?