
Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Thu, 23 Jan 2003 17:48:00 GMT

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

<http://www.geocities.com/steggyd43/vette.html> I think I am going to make this one into a buggy instead. I will use it without the smooth modifier in there, but I should get similar results, if I can get a good skin on it. BTW, how do you get a vehicle to the proper scale. I am still uncertain on this.
