Post the 3DS on the forum and I'll take a go at texturing it.

Quote:Ak you need to understand that your skills are like beginner. But you think your the best. You see in that bridge there is actual detail on it unlike your models.

ROFL...

What did you not understand about what I said? I have polygon restrictions to observe of course that has more detail... That fucking bridge probably has more polygons than six Mammoth Tanks do in RA, and each Mammoth Tank is about 2,150 polygons.

Being a professional artist for a game doesn't include using too many polygons when the budget does not allow it. If you go back and play Medal of Honor, you'd notice that the character models are really low detailed yet they look and work great in the game. That's professionalism, doing what is required to run good and look good at the same time with the target audience.

Sure, if I wanted to, I could make buildings with 10,000 exterior polygons, and give them 30,000 polygon interiors... Just so you'd shut up and find something else to complain about, but then you'd be whining that your framerate would drop like a sack of Reborn because of the engine pushing 250,000 polygons a game just on the game levels, without dynamic objects.