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Subject: CnC Reborn : NOD Cyborg Reaper  
Posted by [Renardin6](#) on Sat, 04 Sep 2004 07:42:30 GMT  
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The first model was more accurate and detailed, but the polycount was 4500 or more...

We had to remove a lot of 3d details to get a decent polycount wich is still high for a vehicle ( 2300 or something like that ).

Thx for the comments Sir Phoenixx, I think we will scale some stuff later and maybe change some parts only if we can stay at the same or at a lower polycount. ( for an example : adding detailed arms add too much polys )

For the head, I sux at making faces, I f anyone can help... you're welcome !

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