
Subject: From the makers of Renegade Alert... Tiberian Dawn
Posted by [Agent_Gibson](#) on Sun, 13 Apr 2003 00:12:52 GMT
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That character I made is a bit too high polygon for Renegade we'll have to see about it being released as a bonus download (slightly under 1500).
As for the "blockiness" in the actual game, a lot of it is related to the outmoded skeletal system Renegade uses with single vertex influence on bones.
