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Subject: My First Weapon Model

Posted by [icedog90](#) on Thu, 17 Mar 2005 19:39:08 GMT

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Sir PhoenixxLooks pretty good. You just need to move the trigger guard back a little because it's supposed to be connected to the grip.

Make sure you delete all of the polygons that are inside of another object, and if you can replace a part with a lower polygon part with little to no visual change (with smoothing groups applied), then do it. The polygon count needs to be as low as possible while still retaining the visual details. If you can replace a 12 sided cylinder with an 8 sided cylinder and not notice a difference (when you look at it from the same distance it would be in first person view) , then you should.

Thanks for the advice. Most of the cylinders are 8 sides except for the bigger cylinders like the barrel and stock.

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