
Subject: Re: RenAlert weapon update: Colt .45
Posted by [Sir Phoenixx](#) on Sat, 10 Sep 2005 00:52:28 GMT
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Quote:It has a very low poly count, it is pretty accurate, just looks like the texture artist has his/her work cut out for them to make up for some of the lack of detail on the model. Good first try though, well done.
lol... You're kidding, right?

On the off chance that you're actually serious... All of the detail that's supposed to go in the model is there, everything else is too small and doesn't stand out enough to go in the model. The grooves on the side of the slide, the screws and other tiny fasteners over the sides of the gun, and the grooves that make up the diamond pattern on the side of the grip, and the switches, hammer, and trigger all go in the texture.

And, what exactly do you mean by first try?
