

---

Subject: Unfinished weapon models

Posted by [Sir Phoenixx](#) on Sat, 26 Apr 2003 02:23:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hmmm...

Those are pretty nice for your first models...

I don't think the polygon counts need to be lowered at all. You could actually insert some more detail in there... (try to shoot for around 800/900 polygons). But whatever suites you best.

(You could make use of the extra edges running down the center of the tops of the guns, pull them out in some places to add a little more shape. And isn't the trigger a little too long?)

---