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Subject: Re: Weapon Models

Posted by [rm5248](#) on Fri, 23 Sep 2005 19:49:38 GMT

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Here's a (rather crappy) model of a Falcon 2 from Perfect Dark that I did a while ago... So yes, it is possible.

EDIT: Although the poly count is probably insanely high on it. I just kinda used all of the normal objects and manipulated them. It's mostly made up of boxes and cylinders.

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