Subject: Re: New Character made tell me what yall think
Posted by N1warhead on Fri, 19 May 2006 11:03:04 GMT
View Forum Message <> Reply to Message

Haha yea thats why in my first post ever i said i Model in High Poly only LOL, i never liked lookin at games and seeing a polygon split into another like this _| i hate how they go flat, i like to have it like this) nice and smooth so it looks more real. for an example games make Characters with Flat Polygons, id rather have it round or wut ever a persons arm shape is........... not like

_
_|
.......it should be smooth LOL, you no wut im sayin ?
ur just not usto it LOL