
Subject: Re: New Character made tell me what yall think
Posted by [Shadow2256](#) on Fri, 19 May 2006 20:12:32 GMT
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Okay, here's a tip. When making models, don't cloud it with fog and lights and all that crap. It almost seems as if you are trying to hide the true appearance of it. Let us see the thing for what it really is. And also, I agree with icedog, it isn't gonna work out with a huge map.

I must at least give you a hand for effort though.
