

---

Subject: More Nexus Screens...

Posted by [Sir Phoenixx](#) on Sat, 31 May 2003 15:15:53 GMT

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

---

That first tank is alright except for the "wheels" and treads. Why is there an extra segment running down the length of those treads? The only thing it's doing is taking up polygons.

What's with that weapons factory? There are alot of polygons on there that aren't needed.

The barracks is just a plain box with a hole in the end, it needs ALOT more detail than that.

The only thing I have to say about that "alien" model is that it just sucks, it really does. It's not too boxy at all, it actually has WAY TOO MUCH polygons. Most of those areas of polygons can be reduced from around 20-30 polygons to like 5 with little difference.

This rocket tank thing is also poorly made.

There's this little modifier called "Optomize", you should really try it sometime. (And a few tutorials.)

BladewarriorHeres a poll, who hates ACK's guts, and thinks hes a fucking retard?:

Me!

I do: 1

No I don't: 0

Child, grow up and get a life. Let us know when you get past puberty.

---