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Subject: ---:----: To All Mod Teams :----:--- (added link to Renders)

Posted by [Dishman](#) on Thu, 12 Jun 2003 17:57:21 GMT

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Yah, those are some nifty models there, but the textures do need to be varying per gun, not all have that shiny metal look, but I know you said they still need some work. Some of the model accuracy is a bit off to real life, but they probably just need the idea of a real life modern weapon, and adding the extra realism would most likely add more polys... by the way, what are the rough poly counts of those?

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