
Subject: Re: Battle For Dune update 10
Posted by [Zion](#) on Fri, 01 Feb 2008 16:29:08 GMT
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I don't want to poke fun, but i have to say something...

Your models look very low poly, is there a reason behind this?

Also, vertex solve your map, and it won't look black like that.

Other than that, it's looking okay, although i've only seen this blog (not much else to do, yet i do now so no reading others).
