
Subject: The Mod To End All Mods

Posted by [Im_An_Ion_Cannon](#) on Wed, 16 Jul 2003 22:06:25 GMT

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Hey well i have to admit that ones prety high as its gonan be used for cinematics

but i then drop edited that model down to a game version of 2k polys and we nearly havea walking system working for inside renegade havea few little probs but we might bea ble to sort it out maybe not be nice if we can

but the game version is uing more texturing like those rockets are 3d ive faked those witha texture etc so was just amatter of cutting down the polys form 12k to 2k was easy thanx
