Subject: Line Modeling Tutorial
Posted by NeoX on Thu, 17 Jul 2003 03:41:41 GMT
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Line modeling may look good but it leaves many unwanted and scattered polys I frankly think its a waste of time. It also doesnt show that much skill because you are just tracing an picture. Not here To Flame But...... It isnt a smart way to model for newbies if you want to model for real do it all by taking shapes Extruding Beveling Moving vertexes. I think its alot more Rewarding. Thats What I Think.