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Subject: Re: To much polys?

Posted by [mr&#233;z](#) on Sun, 27 Jul 2008 18:26:05 GMT

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ehhh what? anyways its for a small own roleplay map im working on

check out this gun low polys still good?

(just test texture)

I want you guys to tell me what i do wrong and what i could do to make better models

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File Attachments

1) [MR\\_Pistol.bmp](#), downloaded 536 times

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