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Subject: Re: To much polys?

Posted by [mr£ÄŞÄ-z](#) on Sun, 27 Jul 2008 19:32:15 GMT

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Cabal8616 wrote on Sun, 27 July 2008 14:04HeavyX101 wrote on Sun, 27 July 2008 13:59cnc95fan wrote on Sun, 27 July 2008 14:27I woudln't put more then 500 polys into a weapon. Even that is pushing it.  
That is why BfD is a fail.  
no u.

Also, most high poly weapons don't even use the poly's properly. The pistol seems somewhat alright, but holy shit, that uzi is TERRIBLE.  
Do it better, like i said im modeling just for like 10 days now

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