Subject: Re: My new MAC10 Posted by mrãçÄ·z on Fri, 07 Nov 2008 11:41:46 GMT View Forum Message <> Reply to Message

Without that Shoulder thingy my model just have 600 Polygons, i didnt really tryed to save polygons, i always wanted to make 1 good model & texture

..... a=8

1) mac.jpg, downloaded 168 times

File Attachments

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