
Subject: Re: My new MAC10

Posted by [mrŁŠÄ-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 tried to save polygons, i always wanted to make 1 good model & texture

File Attachments

1) [mac.jpg](#), downloaded 168 times

