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Subject: Re: Beta gunmodles / need texturing help  
Posted by [R315r4z0r](#) on Sun, 14 Dec 2008 18:44:59 GMT  
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That pistol is awfully high poly compared to the image.

It looks like you have more than 20 sides to the rounded edge on top and on the silencer...

I count approximately 39 polys in the concept, you got 622!

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