I've been working on the titanic alot now, but it isn't finished yet. Got a little sick of it:P But will finish after i added more stuff to the tunnels. I'will show a screenshot of it later when its done.

I have been searching for fish models on www.turbosquid.com but they were all to high poly (all 5000+ which is way to much)

I just searched for a side view of a fish on google. So by making a Sphere and editing it with the differnt tools i could allign the fish on the picture. and the texture i use is the google image to

Now I made a lowpoly version of it which is 236 polygons, But it looks way better when i apply TurboSmooth, but then its 948 poly's

Here are 2 screenshots,

Lowpoly ->

Highpoly ->