
Subject: Re: Santa Character!

Posted by [rrutk](#) on Wed, 04 Feb 2009 21:50:09 GMT

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Di3HardNL wrote on Wed, 04 February 2009 12:52 This santa has 1634 polygons, which is maybe much for a character for use in renegade.

I am thinking about another character to make, maybe some horror ones. Anyone got great ideas for a new character?

yes. I'm looking for some1 making those Ren2-Characters:

File Attachments

1) [Soviet_Sweeper_Original.jpg](#), downloaded 940 times



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2) [Soviet_Scavenger_Original.jpg](#), downloaded 922 times

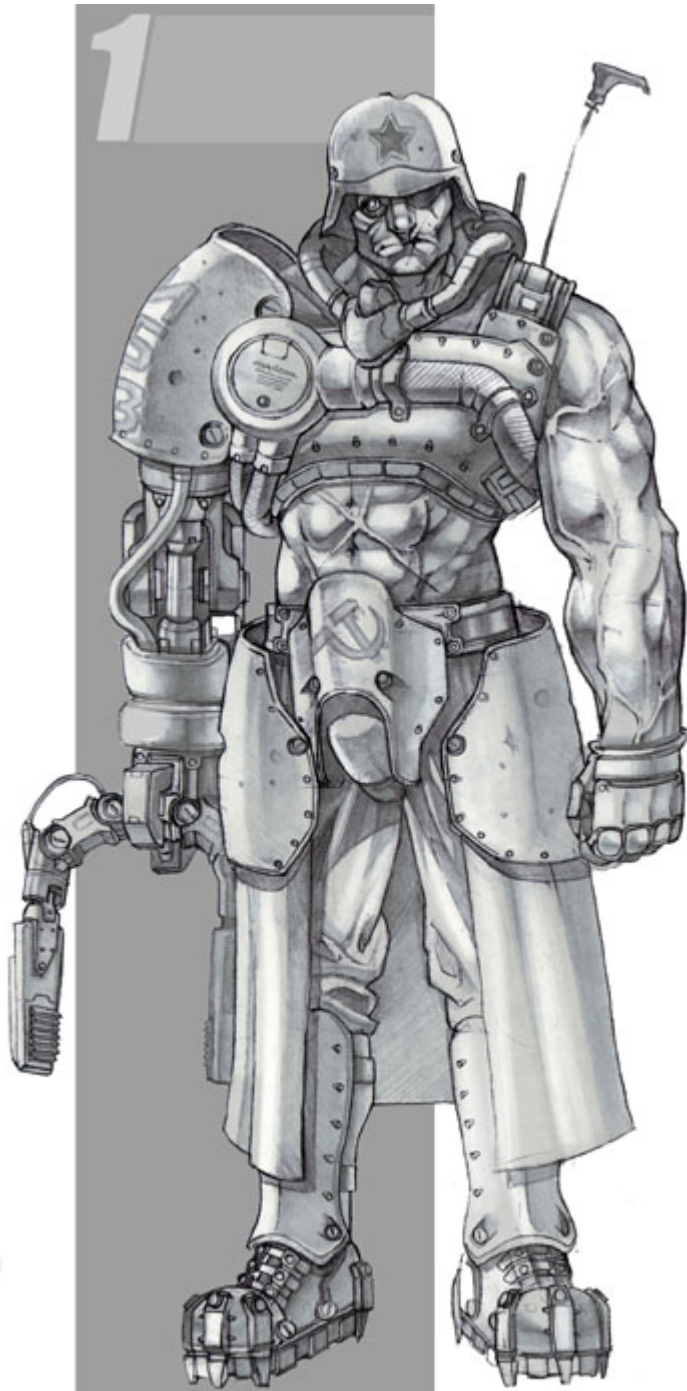


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3) [Soviet_Lone_Original.jpg](#), downloaded 905 times



4) [Soviet_Conscript_Original.jpg](#), downloaded 912 times

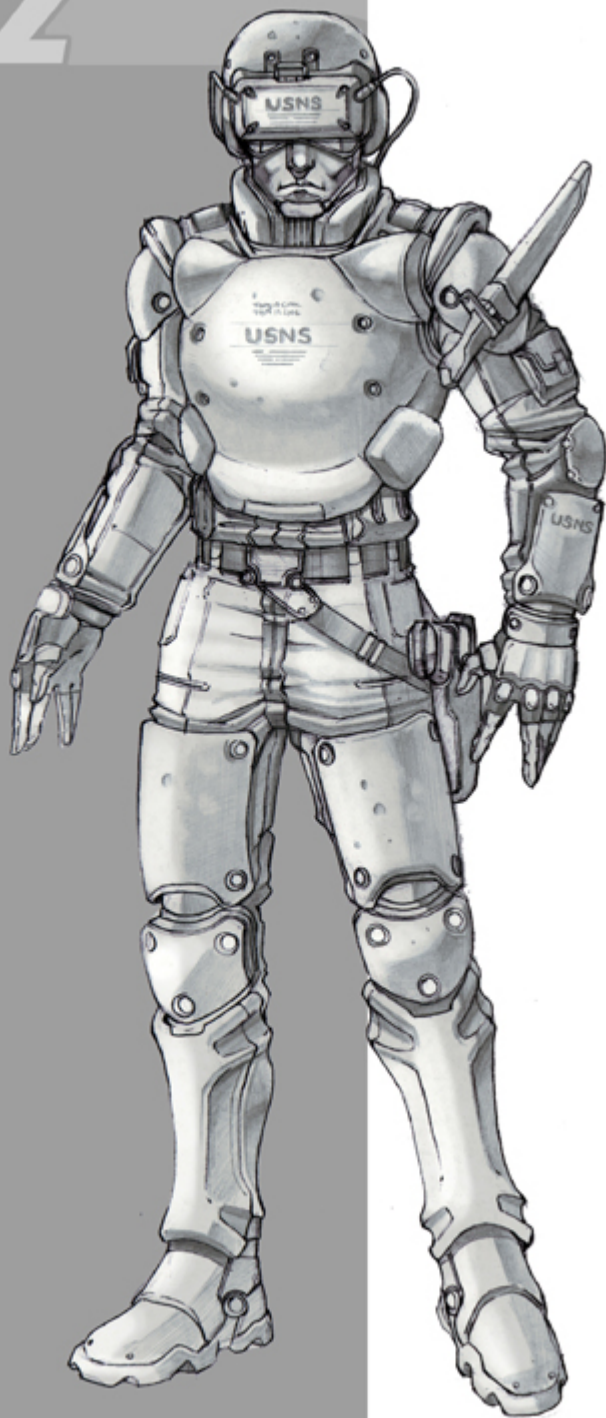


SOVIET Conscript

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5) [Allied_Seal-2_Original.jpg](#), downloaded 906 times

2

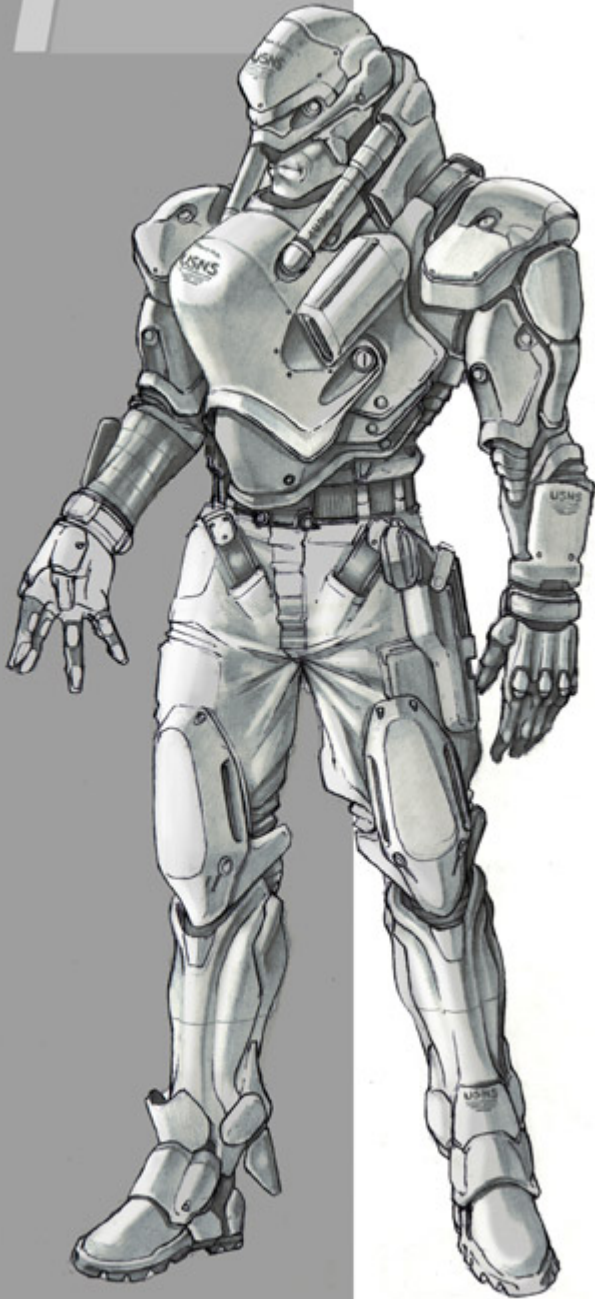


ALLIED Seal

TAS 2001

6) [Allied_Seal-1_Original.jpg](#), downloaded 905 times

1



RENEGADE 21

ALLIED Seal

TAS 2001