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Subject: Re: HD Remake of Renegade

Posted by [Aircraftkiller](#) on Tue, 31 May 2011 23:20:37 GMT

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Creating models for UDK isn't hard at all. That should be one of the quickest processes in the whole workflow. When I was still actively developing my game Parhelion on UDK, the environment was the fastest thing to get finished. The rest of it, not so much.

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