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Subject: Re: Hand of Nod WIP

Posted by [Aircraftkiller](#) on Wed, 23 May 2012 02:43:50 GMT

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I put some more work into it tonight and added more subdivisions to the fingers. The entire hand was remapped again. I think it looks a lot more accurate now. Looking forward to starting the interior.

I'm considering setting up a texture blend from the Hand's base to the arm so that the two textures meld together without any seams.

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