
Subject: Re: Red Alert: FPS
Posted by [Starbuzz](#) on Wed, 25 Sep 2013 23:47:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, my membership in the KKK has been exposed!

liquid!

Seriously though...my point still stands. Look at these 3 posts in this thread:

Aircraftkiller wrote on Sun, 22 September 2013 21:02It's a lot better than that first model you showed, but it still needs a lot of work.

I think it's pretty clear that a lot of the model is out of proportion. Fixing that would go a long way toward making it look better. Here's an attached image I've drawn over to emphasize some of my points:

And look at the reply!!!

roszek wrote on Sun, 22 September 2013 21:37I'm not interested in adding more polys than needed...

wow are you serious?!!

Aircraftkiller wrote on Sun, 22 September 2013 21:43Great job ignoring constructive criticism, you ignorant twat.

It's just MIND BLOWING that someone would just reject that advice. Such people are never going to achieve their maximum potential IRL.
