Subject: C&C Commando : Nod Turret
Posted by Spice on Tue, 04 May 2004 22:18:28 GMT

icedog90SeaManicedog90How many polygons is it?

970.

That's kind of a lot for a turret, including for how it looks.

Thats is a bit much. the original is about 600-650. Maybe you didnt hollow out the insides of the base or something. Eitherway its barable.