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Subject: C&C Commando : Nod Turret

Posted by [Havoc 89](#) on Thu, 13 May 2004 01:57:15 GMT

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why are you guys worried about the polycount so much??? 950 isnt even alot. and its not like there are going to be 50 of these things. this thing looks awesome. even tho it may not seem to be 950 but you can tell there are quite alot of areas chamfered and the cracks add the most detail. i dont think changing it would be a good idea. besides its not like when you are playing this mod your going to say... ohh look!!! there is too much polys on that turret, and stop in the middle of the game infront a turret and just stare at it. :rolleyes:

good job genocide! looks kick ass!

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