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Subject: Renegade Alert Technician

Posted by [Deactivated](#) on Tue, 08 Jun 2004 08:33:14 GMT

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Sir Phoenix--oo00o00oo--poly count? how many textures are you using for this character and what are the sizes?

1466 polygons and 1 512x512 texture.

Just for comparison, original renegade models (such as Commando and Raveshaw) used 512x512 texture map for body and 256x256 texture map for head and neck.

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