
Subject: To anybody who knows Agent Gibson..
Posted by [icedog90](#) on Mon, 21 Jun 2004 21:01:05 GMT
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PsycoArmy1 would but I already doing chracter models for Vengance. Try another community or any lowp oly modelling comunity.

Renegade isn't "low poly". You can make a basic level with 500k polygons, VIS it, and get the same performance as a regular WW level. Alpha channels and other alpha textures is what slows down the game.
