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Subject: To anybody who knows Agent Gibson..  
Posted by [PsycoArmy](#) on Tue, 22 Jun 2004 10:33:30 GMT  
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icedog90PsycoArmyl 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.

Renegade is low poly just like every other game.  
High poly modellnig usually consists of meshsmoothing.

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