
Subject: To anybody who knows Agent Gibson..
Posted by [PiMuRho](#) on Tue, 22 Jun 2004 10:37:22 GMT
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PsycoArmy

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

High-poly modelling consists of making the models with a high polygon budget from the outset.
Meshsmooth doesn't give the desired effect.
