
Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Sun, 22 Dec 2002 10:05:00 GMT
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Picture 1 Picture 2 740 polys (including crane)Currently working on the interior (aiming for about 300 polys)

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Sun, 22 Dec 2002 10:09:00 GMT
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No interior thought, correct?

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Sun, 22 Dec 2002 10:10:00 GMT
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quote:Originally posted by Bumpaneer:No interior thought, correct? quote:Originally posted by PiMuRho:Currently working on the interior (aiming for about 300 polys)

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Sun, 22 Dec 2002 18:54:00 GMT
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Wow, Ack, picky picky. I would give a million bucks just to be able to do that!

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Mon, 23 Dec 2002 00:20:00 GMT
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quote:Originally posted by PiMuRho:Picture 1 Picture 2 740 polys (including crane)Currently working on the interior (aiming for about 300 polys)I told you it was possible to do it with half the polygons. Work on the textures next. Some, like the crane's texture, are stretched out.

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Mon, 23 Dec 2002 00:27:00 GMT
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I know that - it's only a placeholder until I make custom textures for it (also in Nod Red!)

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Mon, 23 Dec 2002 05:18:00 GMT
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well that dosent look anything like the original apart form the crane

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Mon, 23 Dec 2002 05:58:00 GMT
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quote:well that dosent look anything like the original apart form the crane You know, you're right?I completely made it up.

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Mon, 23 Dec 2002 10:19:00 GMT
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It looks the same WS can learn something from it.

Subject: Optimised Construction Yard
Posted by [Anonymous](#) on Mon, 23 Dec 2002 11:03:00 GMT
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quote:Originally posted by son of a gun:well that dosent look anything like the original apart form the craneThat's a bit of a stupid thing to say.Oh yea, and why is your WOL ID #3 killakan8?
