
Subject: Ladder model

Posted by [Anonymous](#) on Wed, 12 Feb 2003 06:05:00 GMT

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Is there a ladder model out there somewhere? e-mail it to me, Maytridy@rochester.rr.com
THanks!

Subject: Ladder model

Posted by [Anonymous](#) on Wed, 12 Feb 2003 09:44:00 GMT

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I have a crap load of them. But the best one has to be the one in cambodia on the gaurd towers.
For one reason alone.....only 2 polygons.

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Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:57:00 GMT

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Hey DeafWasp, please send it to Maytridy@rochester.rr.com Thanks!

Subject: Ladder model

Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:19:00 GMT

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the smallest 2-dimesional object would have three polygons at least. 2 polygons could only be a 1
dimesion line--i'm pretty sure the ladder was 4 polygons.

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Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:24:00 GMT

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2 triangles (or polygons) make up a square, a basic plane, 2d.1 triangle (or polygon) would just
make up a, triangle...

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Posted by [Anonymous](#) on Wed, 12 Feb 2003 19:27:00 GMT

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I like the WS one from the official Guard Towers.6 Polys

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Posted by [Anonymous](#) on Wed, 12 Feb 2003 20:27:00 GMT

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quote:Originally posted by flamin yawn:the smallest 2-dimesional object would have three polygons at least. 2 polygons could only be a 1 dimesion line--i'm pretty sure the ladder was 4 polygons.Ehh, according to Geometry, a line is defined by two points, a plane by three, and 3-D space is defined by 4 points. A one dimensional object would be a spline containing a minimum of 2 vertices and no polygons. [February 12, 2003, 20:28: Message edited by: SomeRhino]

Subject: Ladder model

Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:19:00 GMT

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hmmm, 2 polygons...that would have to be a plane with a ladder skin on it
