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Subject: Water textures & fog

Posted by [icedog90](#) on Sat, 21 Aug 2004 04:37:54 GMT

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Titan1x77Don't be afraid to add polys!!

Affirmative to that. I've just never bothered to add more polygons to simple planes because it never hit me about the shadows and fog.

A level I've finished for SWMOD runs around 60,000 polygons and it's very detailed. Just needs to be VIsed and it's set.

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