Subject: Re: free new characters
Posted by Blazea58 on Mon, 04 Jun 2007 08:54:51 GMT
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All three of those are Extremly well done, the texturing is flawless especially for the mobster. The polygon counts are also really nice, as well as the wireframe on them seems exact without any addional un needed polygons.

 Are these the only 3 you had, or are these the only ones you boned /textured etc? Otherwise all 3 id give a 10.