
Subject: TiBeRiUm EvOlUtIoN Titan is done!!!
Posted by [PiMuRho](#) on Sun, 29 Jun 2003 15:56:31 GMT
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Infinintya but theres always optimis

You can't optimise a cinematic model that's got to be in the region of 10,000+ polys down to a game model of around 1000.
