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Subject: Re: To much polys?

Posted by [Canadacd](#) on Sun, 27 Jul 2008 20:52:43 GMT

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MGamer wrote on Sun, 27 July 2008 16:14after reading this i got bored and i modeled my first pistol lol

i stoped at 1030 polys

PS: it sucks

That's actually not too bad. Just get a better texture for the sides and top and it would look good.

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