
Subject: Re: PanzerIV threads/texture/wwskin
Posted by [Reaver11](#) on Fri, 30 Jan 2009 12:48:23 GMT
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Might be a long time I have posted in this thread but Im still working on these. Trying to get the vehicle rigged as good as I can. Besides that I have lowerd the poly count on the panzeriv. Also I though it was nice to make a panzeriv hetzer conversion of it. Only thing is I doubt if I will finish a good texturing since I have no skill in that.

I know the model is still insanly complex Im fixing that. (deleting unused polys)[and on the wheels ofcourse]
