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Subject: C&C Commando : Nod Turret

Posted by [Deactivated](#) on Wed, 05 May 2004 15:23:14 GMT

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SuperFlyingEngil bet a lot of polys went in to those cracks in the base. Could you take those out, check the poly count, and then post a picture with a flush base? Might not look all that bad and could save a lot of polys.

The cracks are total 44 polys.

EXdeath7Maybe you didnt hollow out the insides of the base or something. Eitherway its barable.

Nothing's inside.

Hmm, does it seem like some of you want it to be more detailed while being less detailed at the same time?

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