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Subject: AT AT - Big Images not for dial up

Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 19:28:51 GMT

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Yeah, the legs need a lot more size to them, the head is too big aand looks blocky and distorted, and the guns look kind of weird. If you go back and rework those parts, it should look pretty nice with a skin on it. By the way, how many polys is it?

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