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Subject: AT AT - Big Images not for dial up

Posted by [SuperFlyingEngi](#) on Thu, 20 May 2004 00:08:37 GMT

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Or maybe it's not enough detail in some places and irrelevant detail in others...

Not to be mean or anything, the model's a good start, but you need to partially remake it before you spend time texturing it. Like, the main torso area could be stretched height-wise, and the head needs to be re-made. Other than that, it's going good.

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