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Subject: Original Nod Recon Bike rendered wallpaper  
Posted by [Anonymous](#) on Thu, 23 Jan 2003 16:29:00 GMT  
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quote:Originally posted by steggyd: quote:Originally posted by DoctorNerve: quote:Originally posted by steggyd:When rendering pictures, one does not need to be so cheap with polygons. The tires look like crap for a rendered pic. Afterall, the bike is the focal point of the pic.it's an in-game model... not a high resolution model... it's like 800 polys... now why would you make something look low-res when it's going to be rendered... you answered your won quesiton didn't ya?No, for the picture it is not an in-game model. It is a rendered pic. He can easily remake a wheel; at least one would think. Why would I want a boxy looking wheel on my desktop?wow... you know what rendering is. Ok. go into photoshop and paint and nice smooth circular tire and be done with it then...ever see a desktop picture made with the w3d viewer... or a screenshot from a game... don't ever put one of those on your machine... it's not RENDERED.

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