
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 07:08:00 GMT
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Right...: I continued work on the gnome com tower today, and i think i am satisfied with it myself (for now). It is nothing great, and most experienced modelers would think it is crap, i think , but i present, for my own and yours viewing pleasure, the Gnome Com tower (*Pulls aside the curtains and claps his hands, encouraging the audience to do the same*): Polycount: 1916. I know its rather high, but its only a building, so hopefully you wouldnt need more than one on each map It isnt skinned either, as i havent read/learned how to do that yet. Thanks to Renegademods.info for image hosting Any opinions?[May 20, 2002: Message edited by: brutus]
