
Subject: Guntank Model. Real fixxer-upper
Posted by [Zero-Point](#) on Thu, 07 Aug 2003 03:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's the kind of model I based it off of. I recently found a skinning tutorial, but it's kinda hard... I don't know what's what when I flatten out all the polys. The new model consists of about only 800 polygons.
