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Subject: Re: [Model Replacement] Steel bar  
Posted by [Reaver11](#) on Thu, 12 Nov 2009 00:02:04 GMT  
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For Crysis ->

There will always be persons that have critique or dont like the theme thats the way it is.

What you can do is ignore it or ask what they would change on the thing you have released. Deal with it positively.

Turn the critique in your favor.

All I'm saying is don't expect everyone to hand out a basket of bisquits everytime you release an object.

And sometimes critique helps you to improve your models.

Now back on topic:

Personnaly it's not my taste.

But still you did a nice job.

Only I think there are parts you might want to check out or improve.

On the first picture you see the light 'merging' in the door corner. Which is lighting the loose polygrons.

What you can do is combine the meshes and make one big uvwmap or make something like a hub\cover for the corner pieces.

Also the main reason I'm not fun of shiny stuff is that it lights up the polygron lines a lot. I'm not sure if I got close to it but I think I can see them.

I hope this helps you a bit

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