Subject: Lego MOD!
Posted by Infinint on Thu, 21 Aug 2003 08:32:26 GMT
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first lego man going to look better no matter what you do it 7488 polys, the seconds one its a
better 200 some polys and a texture for the head which i did not work on very hard, i need some
better ones. and nothe legos dont need texture but its good to havea square texture for the bricks.
one problem is makeing it not have so much polys cuz thar building has over 5000 polys! which is
a problem and i cant get rid of the polys with out it messing up my texture   as fo vehicals i havent
thought of that yet, if i should just build versions of the original vehcals for make new ones. the
ground with not be as low as detail becuse lego ground has the smothing of textures and stuff but
still wont be that smoothed.